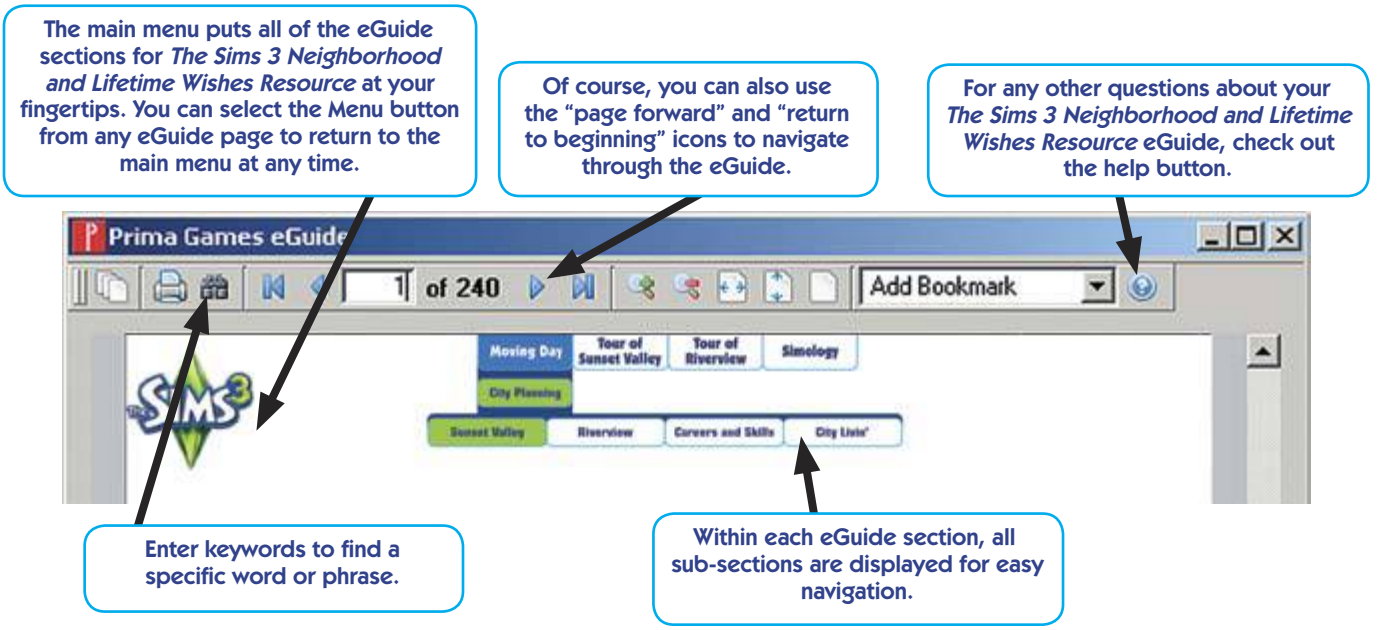
How to Use This Guide

The Sims ™ 3 Neighborhood and Lifetime Wishes Resource eGuide has a custom navigation system to allow you to easily find content within the eGuide and move between sections as you choose.



Most games are about doing. *The Sims 3* is about being. It's about living out an alternate life in another place, making different choices—perhaps without the threat of consequence or the benefit of not needing a safety net should you fall. Just like life, it is a game of choices and opportunities. One of the biggest choices you make in *The Sims 3* is where you call home. While both Sunset Valley and Riverview have similar features and do support all of the same careers and skills that are so important to defining your Sims, there are subtle differences in pace and city planning that may affect your decision. With full tour guides for both Sunset Valley and Riverview, we'll help you make an educated choice when it comes to where to call home.

Of course, knowing your way around Sunset Valley and Riverview is only part of the equation. You also need to know your Sims' life destination—their ultimate goals—and how to get them there. Fulfilling a Sim's wishes, both the day-to-day small stuff and the big Lifetime Wish, will make your Sim extremely happy. That happiness translates into a lot of Lifetime Happiness points, which you can use to buy clever new objects and personality perks that will make your Sim's life a little different and a lot easier. Here's how all of the city-living and wish-making information in this guide is organized:

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Moving Day:



Which city should you move into, Riverview or Sunset Valley? We compare the two and offer advice for Sims getting ready to make the move.

Tour of Sunset Valley:



Explore the neighborhoods of Sunset Valley and find out what each building offers and the locations of all collectibles.

Tour of Riverview:



Discover the sights and sounds of Riverview, the bucolic city on the banks of the Simomon River.

Simology:



Sims are always on the move—wanting to develop skills, build satisfying careers, and rake in the dough. This chapter explains how to work your way up the ladder at each job and max out skills from cooking to athleticism.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Live the Dream:



Live the Dream is your springboard for a life well-lived. Here, we discuss the role of wishes in *The Sims 3* and what achieving these dreams does for your Sims. Lifetime Happiness points and the rewards you can buy with them are listed in this chapter, too.

Happiness:



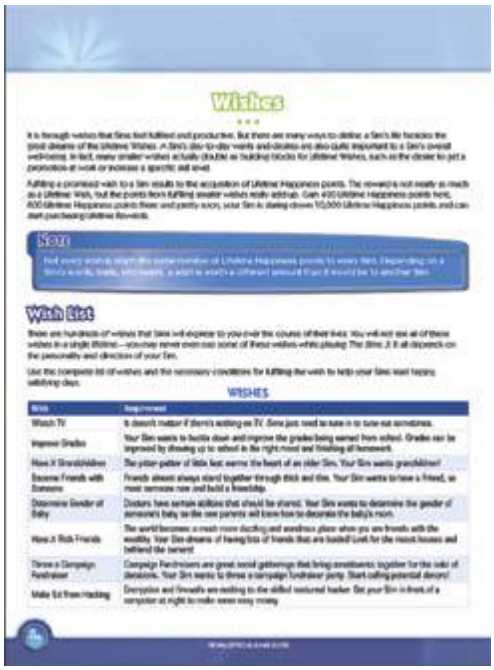
Happiness details the essential commodity of joy in your Sims. When your Sims are in a good mood, achieving dreams is much easier. We'll help you maximize your Sims' moods so they are ready to grab for the brass ring.

Lifetime Wishes:



Lifetime Wishes explains all 31 possible life-fulfilling goals for your Sims with strategies for achieving each and every one. Lifetime Wishes are related to traits, social behaviors, skills, and careers.

Wishes:



Wishes details the day-to-day wishes your Sims have, such as wanting to learn a specific skill or engage in a certain social behavior. Although they are less significant than Lifetime Wishes, these wishes go a long way to boosting your Sim's mood and amount of Lifetime Happiness.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Moving Day

So, you've launched the game and are ready to start a new life with a new Sim. But before you can start choosing hairstyles in Create a Sim or pick out the drapes for a new house, you must make a pretty big choice: do you move into Sunset Valley or Riverview? What are the differences—and similarities—between the two cities? Is one more suited for a specific lifestyle? Is it easier to travel around one town more than the other?

City Planning

The most obvious difference between the two potential hometowns is the general layout. While Sunset Valley is laid out more like a traditional metro with a bustling downtown and community features like a new stadium or military base pushed out beyond the edges of the town, Riverview is deeply concentrated despite the sheer amount of space.

Sunset Valley



Almost every road in Sunset Valley leads to the central park area, which is where the majority of daily non-work activity takes place. The huge park serves as the heart of the community, which is evidenced on weekend afternoons when you cannot take five steps through the park without happening upon a picnic, courtship, or family outing. From this park, it is an easy walk to the commerce area that hosts the Wilsonoff Community Theatre, Divisadero Budget Books, and the EverFresh Delights Supermarket. Having all three of these stores so close to each other is great for cutting down on time while running errands. A book and a watermelon can be picked up within minutes of each other.



Sunset Valley's downtown area is not compact, like Riverview's. There are larger spaces between lots.

Many businesses and careers are also located just a stone's throw from the central park. City Hall overlooks the park. The police station is nearby, too. To the west of the park is the Doo Peas Corporate tower where both the journalism and business careers unfold. The hospital is also nearby, so medical workers, like many of the downtown employees, do not have far to go from work to grab a bite at the diner or stop at the 28 Hour Wellness Gym to work on those abs.



Sunset Valley's suburbs ripple away from this downtown area. There's not a lot of housing around Central Park, so Sims who want to live close to work might instead pick suburbs that shoot off of the middle of town, stretching along a beach or toward the mountains that define the valley. There are some empty lots just waiting to be built on, too!

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Sunset Valley's beaches are wonderful places to fish or relax—especially for Sims who love the outdoors.

Like Riverview, which is defined by the river that splits the town, Sunset Valley has a lot of water. Sunset Valley's water is primarily ocean, though, which opens up a lot of opportunities for beach fun. There are a handful of lakes and ponds away from the beach, closer to the mountains to the north of Sunset Valley. All of these locations are a great spot just to visit with another Sim, try out a little fishing, or just soak up a little nature.



Sunset Valley's lakes are excellent getaways.

TIP

Sims who love the outdoors get a mood boost on commercial lots when they get out into nature. If they love music, take the Audio Lite by LoFi Audio radio along with them and listen to some tunes while enjoying the scenery for an even greater mood bump.

Riverview



Riverview earns its name from the Simomon River that carves across the fertile farmland that once hosted a small, bucolic town. However, Riverview has changed a lot since its early days as a farming community. The central island is still the focus of the city—the long plaza that unrolls from the footsteps of City Hall is one of the favorite social spots for the city. After all, along this plaza, Riverview residents find such attractive spots as a reading room, theatre, and museum. Basic commerce is found here, too, such as shopping for harvestables or books. The gazebo is also a favorite spot.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Because space on the central island of Riverview is so limited and already taken up with charming buildings like the reading room, when industry arrived in Riverview it had to occupy the mainland. The desire to not tear up too much viable farmland for the sake of progress led the city planners to construct another compact industrial area along the waterfront for the military base, stadium, science facility, and other businesses. Having these concentrated into a small area not only lessens the environmental impact, but also makes sure that industry is not too big of a blight on the idyll of Riverview.



The industrial waterfront of Riverview is where many careers unfold.



Because Riverview has only freshwater due to a complete lack of oceanfront real estate, the town has built a low-impact fish hatchery on the outskirts. Here is where Sims can fish for saltwater fish. The fish hatchery is one of the few community spots located outside the two concentrated business/social areas of Riverview. (The school and gym are on the opposite side of the central island from the hatchery.) Beyond the central island and the industrial waterfront, the majority of Riverview is neighborhoods and pleasing meadows.



A small river snakes away from the Simomon and winds through the rolling farmland.

Careers and Skills

Neither city offers an exclusive career or skill. All career tracks and skills can be developed in both Riverview and Sunset Valley. The only differences between the two cities in regards to careers are the locations of the workplaces. And a few of the work locations, such as the hospitals, have different names.

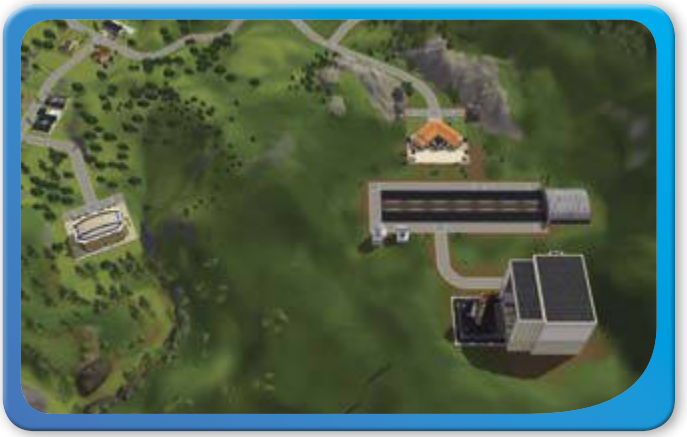
Skill development in each city is handled the same, too. You can write, garden, paint—everything—in both of the towns. However, there are subtle differences between the two cities in the ways you can develop the skills. For example, in Riverview you can use a community garden instead of building a garden on your own lot. The gym in Sunset Valley is much larger, making it easier to get on exercise equipment and enjoy that perfect workout.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Careers



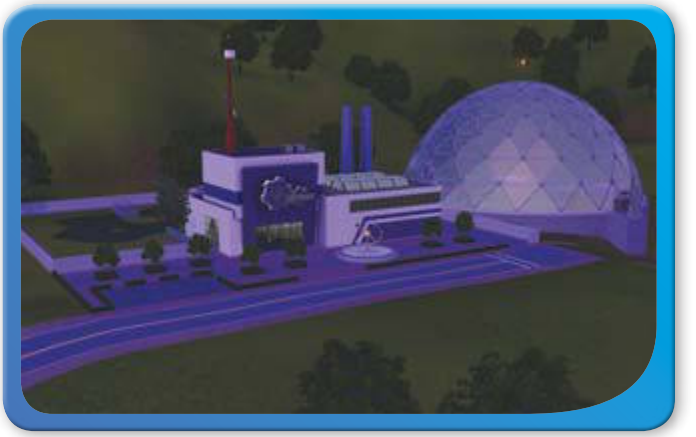
Riverview's compact industrial waterfront is the site of several careers, such as the Professional Sports career at the stadium, the Military career at the base, and the Science career at the Soil and Water Research Facility. All of these careers exist in Sunset Valley, but are spread out across the town. Compare the tight-knit waterfront to the hills surrounding Sunset Valley, where the military base—Fort Gnome—and the stadium are set far away from the suburbs.



The commute to the stadium and military base in Sunset Valley is longer.



Sunset Valley's military base has an entire space program right behind it!



Sunset Valley's science facility is located in the hills opposite of the base and stadium. It is much larger with a greater fishing pond.

Skills

As stated, there are no new or unique skills in either town. Both cities accommodate all skills, from painting to gardening. Depending on what skills you want to develop, though, there are a few things to take into consideration in each town.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Gardeners in Sunset Valley are required to use their own lots for planting and growing harvestables. In Riverview, Sims can use a community garden to pick harvestables to either start their own back at their home lot or use the soil here to practice their green thumb. Other Sims will leave your work alone for the most part, but you may wish to grow some of the special harvestables, such as the Money Tree, on your own lot.



The harvestables in Riverview's community garden are very basic, such as tomatoes and lettuce. Don't expect to waltz in and find a Flame Fruit.



Sims who want to develop the Logic skill will have no trouble doing so in either community. There are outdoor chess tables in each town's parks—although there are many more in Sunset Valley than in Riverview. That makes it a little easier to start a match with another Sim. The same sky arches over each town, though, so using a telescope to scan the heavens develops the skill exactly the same.



The gym in Sunset Valley is much larger than the gym in Riverview and it has more machines. The gym in Riverview is no slouch, though. It's just smaller scale. And its pool is indoors, or you can use the outdoor one across town.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Sunset Valley has more public pools than Riverview.



One of the biggest differences between the two towns is the fishing. Each city has a major water feature that affects where you catch fish. Sunset Valley has a wide expanse of beach for catching saltwater fish and a series of lakes and ponds closer to the mountains for freshwater fishing.



Because Riverview does not have any ocean access, the citizens built a hatchery. This is where Riverview residents can reel in saltwater fish. There is no difference in quality between the two—only the location is different.



Sunset Valley's lakes are beautiful spots to soak up nature as well as fish.



There are many fishing spots along the Simomon River in Riverview.

City Livin'

Life in Riverview and Sunset Valley operate at different paces—Sunset Valley is a little more hectic than Riverview, which maintains some of its farm roots. The quality of life is not necessarily different in either city—it's more of an atmospheric thing. Do you like a more small town-feel? Or do you prefer to mix it up in a busier metro?

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Social Spots



There is no mistaking the social center of Riverview. The plaza that runs the length of the central island in Riverview is where to find the most action. This plaza is made up of multiple parks and is lined with all sorts of useful businesses and community locations, such as the theatre and reading room.



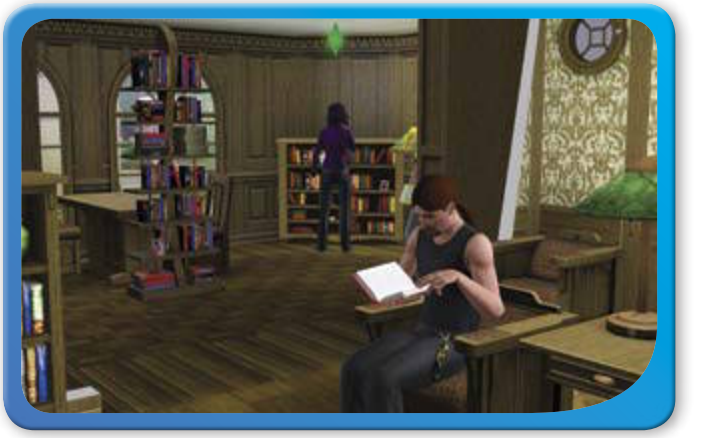
Playing guitar for tips in Riverview? Set up in the plaza to maximize exposure and rake in the Simoleons.



The social life in Sunset Valley is centered around the central park in the heart of the town. The central park is much larger than Riverview's plaza and even has a pond for fishing. There are outdoor chess tables and lots of picnic spots. The central park is lined with businesses, too, so it is easy to grab a book or fresh food after (or before) a jaunt through the park.



On a weekend afternoon, Sunset Valley's central park positively buzzes with activity.



Interested in the art of words? Riverview's reading room is the equivalent of a library. It is much smaller than Sunset Valley's library, but it is still stocked with plenty of books. The reading room also attracts a lot of foot traffic, making it a good place to socialize with other Sims.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Each library has public computers, but there are more of them in Riverview's reading room.



Sunset Valley's library is a little more regal than Riverview's.

The museums in Riverview and Sunset Valley could not be more different. The museum in Riverview celebrates antiques and the history of the farming community, whereas Sunset Valley's museum is dedicated to modern art. Sims who get mood boosts out of being around art will enjoy either place—they aren't that picky. But maybe you are.



Sunset Valley's museum



Riverview's museum

TIP



Riverview's museum has an easel for practicing painting. If you are developing the Painting skill right away and do not have a lot of Simoleons to spend on an easel for the house, use the museum's easel for free.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Another good place to socialize in each town in the juice bar. In Sunset Valley, the juice bar is right on the beach. There are grills here, too, which let you serve up meals for other Sims. This is a great place to break the ice or have fun with friends. In Riverview, the juice bar is located right off the plaza. It is well-trafficked, too, but will not give Sims the Beautiful Vista moodlet you get for being on the beach in Sunset Valley.



Riverview's Watering Hole juice bar



Sunset Valley's beachfront juice bar



The cemetery in Sunset Valley is not as hopping as Riverview's. There is something in Riverview's past that makes its cemetery much more active after the sun goes down. Check in on the Riverview cemetery behind City Hall in the middle of the night to see a whole host of restless spirits moving about. Sims can actually talk to these ghosts.



There are ghosts in Sunset Valley's cemetery, but not nearly as many as Riverview's.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Brownie Bites

There is a chance that when you move on to a new lot, you are moving into a haunted space. (This can happen in both Sunset Valley and Riverview.) You can then opt to either stay on the lot or move to a new one. If you stay, be preapred to live with a ghost or two that show up from time to time. Depending on a Sim's traits, they may have a positive or negative reaction to the ghosts. Coward, Neurotic, or Shy Sims do not like the ghosts. Childish, Brave, Insane, Daredevil, or Party Animal Sims like having them around.

GHOSTLY NEIGHBORS



Hauntings can be dispelled by a special service Sim who arrives in a van, ready to bust some ghosts. He does not need to be called. He just shows up after a few days and offers to bust the ghosts. If you accept his offer, he'll take care of the ghost problem. If you want to keep the ghosts, just decline his offer.

Brownie Bites

So, which city should you move into? Personally, I have been splitting my time evenly between the two. Riverview just has a very different feel than Sunset Valley. It's designed more as a small town, complete with rustic houses, a classically arranged downtown with a gorgeous plaza, and a giant house on the hill overlooking the city. You just know that in Riverview's past, that's where the farmland baron who controlled much of the town lived.

I appreciate that each town has such a different vibe to it. If you grew up in a small town, you will like the pace and city planning of Riverview. (Or if you have always dreamed of escaping the urban jungle for a small town, perhaps?) Sunset Valley is no concrete playground, but it is definitely a little closer to a traditional metro than Riverview.

So, which should your Sims reside in? My advice: both! Create a household for each town and try them out. See which one tickles your fancy a bit more and then commit to it. Maybe you'll like the riverbank fishing spots of Riverview. Or perhaps you'll enjoy the beaches in Sunset Valley. No matter which city you choose, though, you'll have a world of adventure and possibility ahead of you.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Tour of Sunset Valley

City Life

Sunset Valley is a pleasant little place to call home, which is why so many families have settled down in its quiet neighborhoods. The streets are lined with Sims who love, laugh, and play. Shops offer goods and services to make life a little better. And the job scene is positively robust, as Sims can land a promotion-packed career just by waltzing through the front door of various locations, such as the stadium or police station.

Of course, this microcosm of life is not without its quirks and intrigue. Not every career track is on the up-and-up. Not every couple sitting around a meal table is all smiles. And the prices at the day spa prove that some economic disparity bubbles under the surface of Sunset Valley.

To be an effective, prosperous citizen of Sunset Valley, you need to know all about the town around you. Learn exactly where you need to go for classes to better your Sims. Know the inventory of the local bookshop so when you need to catch up on your reading, you spend less time browsing and more time learning. (Or goofing off with a trashy romance novel.)

Places of Employment

Many of the places you check into to land a career also offer special events or classes. The areas around these facilities are interesting to explore, too, because you can run into new Sims and interact with them as well as find cool objects to collect such as seeds and butterflies. (More on that in a little bit.) In fact, with careers being such an important part of many Sims' lives, there's no better place to start the grand tour of Sunset Valley.

NOTE

When opportunities arise, many of these locations will get new interactions specific to the corresponding opportunity, such as attending an athletic event or donating something to science.

Llama Memorial Stadium



Interactions

- Join Professional Sports Career
- Attend Athletic Class (§400)
- Attend Game (§60)
- Attend Concert

Rah-rah-rah! Go team! The Llama Memorial Stadium is home to Sunset Valley's pro teams and a mecca for sporting fans. It's also an excellent place to go if you want to get in better shape, because this is the only place in Sunset Valley that offers a basic fitness class. Once the Athletic skill is acquired, it can be developed and maintained both at home with exercise equipment or at the 28 Hour Wellness Gym.

The Llama Memorial Stadium is also a great place to let off a little steam while watching a game or attending a concert. If you spot your Sims getting a little stressed or strained, pile into the family truckster and head up to the stadium for a little entertainment.

NOTE

If a concert or game is greyed out, the event is in session and cannot be attended.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Fort Gnome Military Base



Interactions

- Join Military Career
- Attend Handiness Class (§400)
- Tour Base

Report for duty at Fort Gnome, the Sunset Valley military base. The main reason for visiting the base is to join the ranks of Sunset Valley's bravest, but any Sim tired of paying repair technicians to fix appliances that constantly go kaput should also enroll in the Handiness class. For a paltry §400, your Sims will get started in the fine art of tinkering, which can be a real money-saver once the skill has been developed. The military base is more than happy to accept visitors, too. Just sign up for a tour to see Fort Gnome up close. Well, not too close. Parochial security prevents personnel from showing citizens everything on the grounds. Wait, what's in that strange hangar out back? Move along...nothing to see here.

NOTE

Pursuing the Military career unlocks the Salute interaction, which can be performed on other Military Sims.

Police Department



Interactions

- Join Law Enforcement Career

The Police Department isn't much of a tourist-friendly place. In fact, the only thing to do at this location is join the Law Enforcement career track and then report back if you indeed accept the badge. However, should you become a law officer in Sunset Valley, there are a couple exciting interactions you can do with that creepy old warehouse. (It looks like a front for unsavory activities.) Also, if a Criminal Sim is caught, they are sent to the jail, which is located inside the building.

Little Corsican Bistro



Interactions

- Join Culinary Career
- Attend Cooking Class (§400)
- Eat Here (prices vary)
- Get Drinks (prices vary)
- Eat Outside (prices vary)

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

The Little Corsican Bistro is one of two eateries in Sunset Valley where Culinary careers can be launched. If your Sim has the gift of cooking, then this is a great place to make a living. But even if you don't saunter through the front doors with a Natural Cook trait to your resume, the cooking classes here are sure to help develop this skill.

NOTE

You automatically change into your formal wear if you choose to wine and/or dine at the Little Corsican Bistro. Swank!

Hogan's Deep-Fried Diner



Interactions

- Join Culinary Career
- Attend Cooking Class (§400)
- Eat Here (prices vary)
- Get Drinks (prices vary)

Hogan's Deep-Fried Diner is another place to build a career or take a cooking class. It's a bit less heady than the bistro, but the cooking classes here are by no means inferior. Either one will get novice cooks started on a lengthy (and satisfying) skill development process.

If you're just starting out or are a bit short on funds, the diner is a great destination because it's much more affordable than the bistro. Of course, the difference in food quality will not provide as substantial a moodlet. But still, it's a fun place to eat and worth stopping into from time to time, even if your cooking skill is well developed and you can make extraordinary dishes at home.

INVESTING

If you have the money, you can invest in a number of businesses around Sunset Valley. You can invest money in the bistro, bookstore, business tower, day spa, diner, supermarket, warehouse, hospital, science facility, stadium, and theatre. After making your initial investment, you get a cut of the profits every week. Some weeks will be better than others. When you save up even more, you can outright buy the business and keep all of the profits to yourself. Here are the investments required for each business (investment/ownership):

- Bistro: §12,500/§25,000
- Bookstore: §7,000/§20,000
- Corporate Tower: §18,000/§40,000
- Day Spa: §15,000/§35,000
- Diner: §6,000/§18,000
- Supermarket: §7,000/§20,000
- Warehouse: §15,000/§35,000
- Hospital: §30,000/§75,000
- Science Facility: §40,000/ §100,000
- Stadium: §35,000/§80,000
- Theatre: §18,000/§40,000

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Wilsonoff Community Theatre



Interactions

- Join Music Career
- Attend Guitar Class (§400)
- Tour Theatre
- See Movie (§40)

The Community Theatre is the destination for Sims with a penchant for music. Whether it is to launch a Music career that will eventually take you to super-stardom (maybe you can throw a concert at that stadium?) or just a place to start noodling around on the five-string, the theatre is definitely one of the first places musicians should stop at in Sunset Valley.

The theatre also doubles as a movie house. Here, you can take in a flick and enjoy a great entertainment boost that lasts for hours. This is a relatively inexpensive way to get a mood boost. You can also tour the theatre to blow off a little steam. However, if your Sims have no artsy genes, the tour will only leave them bored.

Sacred Spleen Memorial Hospital



Interactions

- Join Medical Career

The Sacred Spleen Memorial Hospital is where Sims who desire Medical careers go to ply their trade. This is not a place to tour and play, as there are no other options for citizen Sims at the hospital. Occasionally though, there will be opportunities that take Sims to Sacred Spleen. But for the most part, few Sims will darken this place's doorstep, which is actually a fairly positive thing if you think about it.

Doo Peas Corporate Towers



Interactions

- Join Business Career
- Join Journalism Career
- Attend Writing Class (§400)

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

The Doo Peas Corporate Towers are where two careers can be launched: Business and Journalism. While it seems like those two careers might be at odds with each other, today's multinational communication megacorporations have fused these two professions closer than ever. Whether you want to be a boardroom titan or a star news anchor one day, step through the lobby doors at some point to start a fresh career.

This is also where Sims go to take writing classes that advance understanding of the useful skill. If your Sim has designs on being a famous author, taking a writing class is a great way to get a handle on the ins-and-outs of Simlish before going to home to refine the art.

City Hall



Interactions

- Join Political Career
- Attend Charisma Class (§400)
- Tour City Hall

It's not surprising that the place politicians come to be heard to is the same place that teaches a course on charisma, the most valuable commodity in politics. Here, Sims can learn the finer nuances of smooth talk, which unlocks new socials capable of improving relationship-building, including the extremely useful Smooth Recovery social for conversations that are of the edge of being deep-sixed by a faux pas.

Sims can also tour City Hall, which is interesting to Sims who have shown an aptitude for charisma or politics. Watch those bubbles in conversations so you know when you're dealing with somebody who fancies this sort of thing.

Outstanding Citizen Warehouse Corp.



Interactions

- Join Criminal Career
- Raid Warehouse (Special Agents only)

There is nothing suspicious about this warehouse. It's only tucked in the midst of a copse of trees, and slivers of light can be seen between its boarded-up windows at night. And a name like Outstanding Citizen Warehouse? That's just good advertising! (Actually, it's not. The crime boss in charge of working the criminal element of Sunset Valley just has a dry sense of humor and an appreciation for forced irony.) Sims who want to work the shadier side of the street apply here for their marching orders.

TIP

Once a Sim initiates a life of crime, burglars no longer threaten his or her house.

TIP

The yard behind the warehouse is home to a number of bugs and harvestable plants.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Landgraab Industries Science Facility



Interactions

- Join Science career
- Attend Gardening Class (§400)
- Attend Logic Class (§400)
- Tour Science Lab
- Donate Insects to Science

High on the hills overlooking Sunset Valley, scientists spend day and night toiling over the building blocks of the universe, hoping to unlock the secrets that fill the gaps between that which is known and that which we cannot answer. Or it's just a bunch of goofballs turning screwdrivers in things to look busy while planning their costumes for the next con. Either way, Sims with a set of brains should head up to the gleaming dome on the hill to enroll in the Science career.

As for Sims with a green thumb, well, head up that same hill, too. This is where you take the gardening class that acquaints you with the basics of planting and growing seeds into harvestables. Sims who want to expand their horizons should check out the logic class, which starts another skill track that can lead to chess victories and celestial spotting via the telescope. Sims can also tour the science lab, but unless they already have at least a slight interest in the sciences, they may be bored by the excursion.

Finally, if Sims have started collecting insects around Sunset Valley, they can bring them up to the Landgraab Industries Science Facility to donate them to science. And by donate, we mean collect a nice little purse of Simoleons for turning in some bugs.

Shopping and Commerce

Sunset Valley's economic ecosystem requires places to spend hard-earned Simoleons to remain healthy. In addition to the restaurants in the previous section, there are three places to trade money for goods and services. Spending Simoleons at these locations not only helps with skills and needs, but also with inspiring moodlets that boost overall mood and keep those Lifetime Happiness Points rolling in on a regular basis.

Divisadero Budget Books



Interactions

- Shop for Books (prices vary)
- Get Part-Time Job

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Inventory

BOOKSTORE INVENTORY – GENERAL

Title	Genre	Price
Point Farmer	Autobiography	§25
The Warlock of Palladia	Fantasy	§35
Where's Bella?	Children's	§40
The Adventues of Raymundo	Children's	§50
Murder in Pleasantview	Mystery	§65
A Magnetic Attraction	Trashy	§80
Commitment Issues	Drama	§130
Stragedy and Other Messterpieces	Humor	§135
Zombies? Zombies!	Sci-Fi	§180
Totally Preggers: An Expectant Mother's Tale	Non-Fiction	§200
Abstract with Turkey	Fiction	§210
Unicorns for Audrey	Fantasy	§210
Exit at Powell	Satire	§230
Gpod	Sci-Fi	§250
Baby Incoming: Preparing with Vigilance	Non-Fiction	§300
The Economy	Political Memoir	§310
How to Spin Plates	Non-Fiction	§360
Game of Thorns	Mystery	§405
The Crumplebottom Legacy	Historical	§480
I'm Still Cool	Humor	§535
Thunking	Fiction	§580
Llama Rights	Historical	§610
Special Snowflake	Romance	§705
On the Margins	Satire	§780
The Point of Pointilism	Non-Fiction	§875
No Expecting Much	Vaudeville	§940
The Noble History of Socks	Biography	§1,000

BOOKSTORE INVENTORY – SKILL

Title	Skill	Level Required	Price
Logic Vol. 1: Knights vs. Bishops	Logic	0	§50
Cooking Vol. 1: Too Much Salt!	Cooking	0	§50
Handiness Vol. 1: Unplug It First!	Handiness	0	§50
Charisma Vol. 1: Fixing the Friend Problem	Charisma	0	§350
Gardening Vol. 1: The Watercan Chronicles	Gardening	0	§350
Charisma Vol. 2: Talking to Anyone	Charisma	3	§500
Gardening Vol. 2: Odor Free Fertilizer	Gardening	3	§500
Cooking Vol. 2: Why You Need Baking Soda	Booking	3	§500
Logic Vol. 2: To Xor or Not to Xor	Logic	3	§500
Handiness Vol. 2: Turn Off the Water	Handiness	3	§500
Charisma Vol. 3: Becoming Irresistable	Charisma	6	§750
Handiness Vol. 3: Puddles and Electricity Don't Mix	Handiness	6	§750
Gardening Vol. 3: Gardening to Riches	Gardening	6	§750
Cooking Vol. 3: Yummy and Delicious	Cooking	6	§750
Logic Vol. 3: 3.14159265	Logic	6	§750

BOOKSTORE INVENTORY – SHEET MUSIC

Item	Level Required	Price
Yes Ma'am, I Do	5	§100
Flamenco Fever	6	§250
A Perfect Moment	7	§425
Improvise Here and Now	8	§600
Dream Escape	9	§1,400

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

BOOKSTORE INVENTORY – CHILDHOOD DEVELOPMENT

Title	Price
Jimmy Sprocket and the Squishy Stone	§50
Bluish Eggs with a Side of Pastrami	§50
Counting for Those Who Cannot	§50
Finger Painting 101	§50
Handprints of the Masters	§125
Jimmy Sprocket and the Chalice of Lichens	§125
Squares Are Not Triangles	§125
Frank I'm Not	§125
Oh the Destinations You'll Briefly Visit	§210
Don't Stay Within the Lines	§210
Jimmy Sprocket and the Escape from "Fun" Land	§210
Being Smart for Fun and Profit	§210

BOOKSTORE INVENTORY – FISHING

Title	Level Required	Price
The Wee Swimmers: Reeling Anchovy and Minnow	1	§100
The Whiskered Deep: Catfish and You	1	§200
Gilled Tragedy: Trout and Clownfish Baiting Techniques	3	§300
All That Glitters Is Goldfish	4	§400
Predators of the Deep: Piranha, Shark, and Swordfish Tips	4	§600
Sushi Swimmers: How to Catch Tuna, Salmon, and Blowfish	4	§700
Heavenly Delicacies: Hooking Angelfish and Lobster	6	§1,000
Binary Fishing and Analog Bait for Robot Fish	6	§1,600
Fishing for the Dead: Deathfish and Vampire Fish on the Line	7	§2,500

BOOKSTORE INVENTORY – RECIPES

Recipe Name	Level Required	Price
Ratatouille	1	§25
Fish and Chips	3	§50
Cookies	3	§100
Fruit Parfait	4	§200
Cheesesteak	5	§300
Cobbler	6	§450
Eggs Machiavellian	7	§5,890
Tri-Tip Steak	8	§650
Stuffed Turkey	9	§800
Baked Angel Food Cake	10	§1,000
Ambrosia	10	§12,000

Divisadero Budget Books should be a regular stop for all Sims, not just bookworms. This bookstore sells a variety of books that fulfill a number of goals and provide great degrees of pleasure. The bookstore contains skill developing manuals that help with the growth of Cooking, Logic, Fishing, and other talents. The shop also sells recipes that expand the repertoire of cooking Sims, sheet music for Sims who love to play the guitar, and more.

The bookstore also sells more than just volumes for edifying the masses. Novels provide the means to unwind after a stressful day at work. Numerous genres are represented, from romance and drama. And kids also benefit from the supply of children's books on hand.

Teenagers in school and Sims with pursuits that aren't exactly compatible with a full-time job can also seek a part-time gig at Divisdero. For just a few hours a day, Sims can pull in some cash to keep the fridge stocked with food and books on the shelf.

TIP

If one of your Sims has a career as a celebrated novelist, you may see his or her books showing up on the shelves here at Divisadero.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

EverFresh Delights Supermarket



Interactions

- Shop for Groceries
- Get Part-Time Job
- Attend Fishing Class (§400)
- Sell Harvestables
- Sell Fish

Inventory

SUPERMARKET INVENTORY – PRODUCE

Item	Price
Tomato	§3
Lettuce	§3
Apple	§5
Grapes	§5
Onion	§8
Potato	§8
Lime	§11
Watermelon	§11
Bell Pepper	§15
Garlic	§18

SUPERMARKET INVENTORY – HOME

Item	Price
Birthday Cake	§30
Duckworth of Billington	§40
Mood-Lite Candle	§65
World's Brew Bubble Bath	§100

SUPERMARKET INVENTORY – FISH

Item	Price
Anchovy	§5
Catfish	§6
Goldfish	§6
Rainbow Trout	§9
Tuna	§11
Salmon	§14
Black Goldfish	§16
Swordfish	§17
Lobster	§25

SUPERMARKET INVENTORY – MEAT AND CHEESE

Item	Price
Links	§8
Cheese	§8
Egg	§11
Patty	§24
Roast	§30
Steak	§30

Need to get some produce or meat for recipes or to use as bait when fishing? Then make a stop at the EverFresh Delights Supermarket. Here, Sims can shop for groceries and some housewares (like a rubber duckie). Commerce goes both ways at the grocery store, though. Sims who grow fruits and vegetables can sell these at EverFresh for profit. And Sims who like to put a hook in the water—after taking the fishing class here, of course—can also sell their haul to the shopkeeper for cash.

The EverFresh Delights Supermarket is another place Sims can go for a part-time job in the evenings after school. There are no full-time jobs available at this location.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Sharma Day Spa



Sims like to be pampered and no place in Sunset Valley powders 'em up better than the Sharma Day Spa. At this day spa, Sims can come in for a variety of personal treatments, from massage to manicures. Prices for these services range from §50 to §7,500, but you get what you pay for. The more expensive the service, the longer the effects last after the Sim leaves. Moodlets from the day spa include benefits like Smooth Skin and Completely At Ease. These moodlets can last for days, too, giving you real bang for your buck.

Interactions

- Get Part-Time Job as a Spa Specialist
- Get Part-Time Job as a Receptionist
- Get Massage: Quick Shiatsu Massage (§50)
- Get Massage: Relaxing Swedish Massage (§250)
- Get Massage: Deep Tissue (§500)
- Get Facial: Mini-Facial (§50)
- Get Facial: Mud Facial (§200)
- Get Facial: Seaweed Facial (§500)
- Body Treatments: Steam Bath (§250)
- Body Treatments: Salt Scrub (§750)
- Body Treatments: Volcanic Clay Bath (§1,500)
- Salon: Manicure (§25)
- Salon: Pedicure (§50)
- Salon: Pedicure/Soak: (§100)
- Packages: Great Escape (§1,00)
- Packages: Relaxing Rendezvous (§3,000)
- Packages: Soothing Salvation (max. price §7,500)

TIP

Want to buy a Lifetime Reward but are short on Lifetime Happiness Points? You can essentially buy them by sending Sims to the day spa and getting treatments that pop their moods into the bubble for an extended time.

The day spa offers two different part-time jobs. Sims can grab a few hours a day behind the receptionist's desk or slather healing mud on the well-to-do as a spa specialist. The pay isn't spectacular, but the hours are perfect for Sims with other pursuits.

Community Spots

Sunset Valley provides a number of services at community locations that allow Sims to pursue activities that they perhaps cannot afford at home. Most benefits from these community spots such as the gym and library can be had at home, but visiting these spots gives Sims access to the same goods and gear without the object outlay.

There is another benefit to visiting these community spots, too: meeting Sims. These locations can get pretty busy, giving you ample opportunities to socialize and meet new people. If your Sim thirsts for contact and conversation, then definitely use these spots to play the meet-and-greet game. Perhaps the love of your Sim's life is admiring a statue in the museum or waiting for a weight machine at the gym?

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

28 Hour Wellness Gym



The 28 Hour Wellness Gym is an excellent place to get in shape. This facility contains several pieces of gym equipment, such as weight machines and treadmills that you can use without paying a single Simoleon. For example, Sims can work on their Athletic skill without dropping §1,500 on a weight machine. There is no limit to how long you can use the machines or how often, and the same goes for the pool downstairs.



The gym is almost always busy. And when you visit the gym, you know what the Sims there are interested in: fitness. When you strike up a conversation, you can usually talk about working up a sweat and find immediate common ground.



Wade in the pool for some exercise. Sims love to swim.

CAUTION

It's easy to get grungy at the gym, so watch your Hygiene. If you start to smell bad, you'll turn off the Sims around you. Luckily there's a full shower and bathroom area, so use the gym's showers to wash off the funk.

Papyrus Memorial Library



Reading is a right, not a privilege. However, owning books falls into the latter. If your home library is a little slim, check out the library to read books for free and at your leisure for as long as you like. There are many, many shelves to browse, as well as objects to look at, such as a globe. Children will love the play room inside the library, too, which is stocked with toys to goof around with.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Reading books in the library is a good way to relieve some stress.

Like the gym, the library is usually packed with people. Folks wandering the library are likely into reading, so focus your first socials on reading to establish an easy connection. From there, spin out into other topics. Love has been known to blossom over books, so perhaps a soul mate will be found among the shelves?



Check out that globe and educate yourself.

NOTE

The shelves of the library are stocked with plenty of books, but you will not find any recipes or sheet music here. Those must be purchased at the bookstore.



The library has bathrooms, so you don't have to leave to go.

Sunset Institute of Modern Art



The Sunset Institute of Modern Art is the city's cultural center, where Sims go to get in touch with their inner Picasso. At this community spot, Sims can view priceless works of art for absolutely free and get the benefits of basking in their presence. Frazzled Sims find it's a good place for leisure, too. There is not as much to actually do here as the gym or library, but this is another good place to find Sims with similar pursuits.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Art is in the eye of the beholder. What is this fellow beholding?



The Sunset Institute of Modern Art is a great place to meet people.

CAUTION

Don't send a Sim with the Can't Stand Art trait to the museum. It will just result in a negative moodlet.

Community School for the Gifted



Interactions

- Attend Painting Class (§400)
- Go to School (for teens and children)

The Community School for the Gifted is where children go during the day to fill their brains with the knowledge needed to be productive adults. Getting good grades here can lead to a wonderful adult life full of engagement. Adults, however, don't have much to do here other than attend a painting class and start their personal art careers.

Cemetery



Interactions

- Get Part-Time Job
- Tour Mausoleum
- Explore Catacombs

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Sims who have gone before are buried at the cemetery. The chief purpose of this community spot is to mourn the dead, but there are plenty of other interactions available among the tombstones and grave markers. There are statues to admire, such as the grim reaper stationed near the entrance. The cemetery is almost overrun by trees, so an outdoorsy Sim will get great pleasure from being around those. Sims can also seek part-time work at the cemetery.

The central feature of the cemetery, though, is the mausoleum. This imposing structure houses more of the dead. Touring the mausoleum can be educational for some Sims. The option to explore the catacombs below the graveyard is a source of excitement for Sims made of sterner stuff, too.

NOTE

Most interactions are performed on the mausoleum. However, you can mourn at markers and view statues.

NOTE

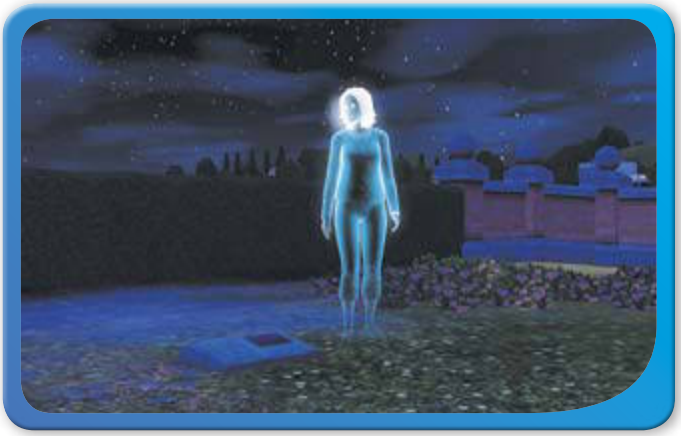
If a Service Sim your Sim knows dies, you can find their urn in the mausoleum at the graveyard and bring it back to your lot. Their ghost will always be with you then.

CAUTION

Watch out if you decide to explore the catacombs beneath the cemetery. Sims without the Brave trait risk getting spooked. The Horrified moodlet slashes overall mood for hours.



Barely escaping the catacombs with your life leaves a mark. Hit the showers and get the stench of death off you.



Do you dare visit the cemetery at night? You may spot a ghost, which scares some Sims. Other Sims, though, actually wish to see one.

Pools

Not every Sim can afford a pool in the backyard, so they can use any of the three public pools in Sunset Valley. One of those three pools is at the 28 Hour Wellness Gym. The other two are open-air pools that cater to different crowds.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Le Petit Shark Pool Center



Family-oriented Sims should take their brood to the Le Petit Shark Pool Center where they can swim and play under the sun to their hearts' content. This huge pool is usually packed with people, making it a good social spot.

Lofty Cerulean Blue Pool



This pool is more suited for social Sims who are just as interested in being seen as getting wet. The Lofty Cerulean Blue Pool is a great place to seek out new friends.

Parks

There are three parks in Sunset Valley. The parks are excellent social grounds for meeting new Sims or hooking up with acquaintances. Parks are nice for just getting outdoors (all Sims get a Beautiful Park moodlet from Central Park) and having a pleasant little picnic, but these locations also have special facilities such as chess boards and grills you can use for free.

Central Park



Central Park is the main park in downtown Sunset Valley. On any given day, Central Park is positively bustling with life. Sims are everywhere, just enjoying the mild weather by having picnics or sitting by the huge fountain. In addition to enjoying nature, Sims can also practice or play chess at outdoor sets around the park to help develop the Logic skill.



Use the chess boards to increase your Logic skill.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Sims who want to fish can also use the pond at Central Park to try out their lines. This is actually a great beginner's spot to fish, when you are still experimenting with bait and just want to get a nibble or two to satisfy a wish. There are also a handful of fruit trees in Central Park. Pick limes and apples from the fruit trees and then plant them on your lot to start your very own orchard.



Central Park has bathrooms so Sims do not need to report to home base to relieve themselves.



Practice fishing at the pond in Central Park.

Maywood Glen



Maywood Glen is a smaller park set closer to the mountains. It lacks a body of water for fishing, but contains many more trees, which really please outdoorsy Sims. Like Central Park, there are chess sets for practice and play—great for building up the Logic skill without having to invest in a set for the house.



Play at the chess tables in Maywood Glen to increase your Logic skill.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Old Pier Beach



The Old Pier Beach is an excellent place for Sims to go sun themselves while soaking up the conversation of other beachgoers. There are plenty of seats to lounge in while unwinding after a busy shift or a lengthy writing session in front of the computer. There is a chess set at the beach, too, for practicing the ancient game.

The beach is also notable for its food features. There is a juice bar on the lower part of the beach, near the sand. Sims can jump behind the bar and serve up fresh drinks for others Sims—a superb ice breaker. There are two grills just above the bar where Sims can cook meals for free. Not only is this a good way to meet other Sims by serving up some eats, but the Cooking skill can be practiced here on the cheap. And with all the benefits of getting some sun while doing so!

Fishing Spots

Fishing is a great way to relax, plus you can earn some money on the side. Reeling in a big catch and selling it to the supermarket is a fun way to line your pockets with Simoleons. Several fishing spots in Sunset Valley are loaded with fish. The pond in Central Park has already been noted. Here are the other fishing spots in Sunset Valley, which are located far and wide.



Recurve Strand



Sunnyside Strand

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Crystal Springs



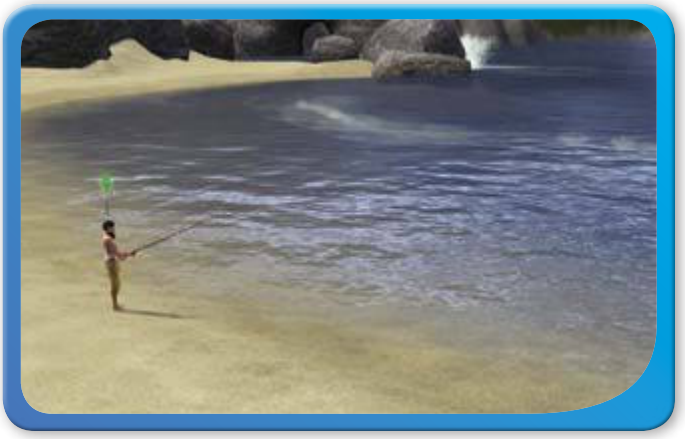
Summer Hill Springs



Stoney Falls



Pinochle Pond



Old Pier Beach

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Now, are all fishing spots equal? No. But a lot also depends on what kind of bait you use and the degree of your Fishing skill. For a full explanation of how to catch fish, please refer to the Fishing skill section in the Simology chapter. However, here is where to look for specific fish and what kind of bait is best for catching them:

FISHING

Fish	Skill Level Required	Commonality	Locations Found	Preferred Bait	Minimum weight	Maximum weight	Value at min weight	Value at max weight	Skill Points for Catching
Minnow	0	Common	Lakes, Ocean	Apple	0.1	0.5	5	11	120
Anchovy	0	Common	Ocean	Tomato	0.1	0.5	5	11	120
Goldfish	1	Common	Lakes	Lettuce	0.1	2	6	16	132
Alley Catfish	1	Uncommon	Lakes, Ocean	Cheese	0.1	5	6	20	132
Jellyfish	2	Common	Ocean	Grapes	0.1	10	8	19	140
Rainbow Trout	2	Common	Lakes	Egg	1	10	9	18	140
Red Herring	3	Common	Lakes, Ocean	Hot Dogs	1	10	5	5	160
Tuna	3	Common	Ocean	Onion	2	40	11	25	160
Piranha	4	Uncommon	Lakes	Watermelon	5	15	14	30	185
Tragic Clownfish	4	Uncommon	Laes, Ocean	Bell Pepper	5	40	13	32	185
Siamese Catfish	5	Common	Lakes, Ocean	Minnow	3	25	14	41	220
Blowfish	5	Uncommon	Ocean	Potato	5	40	13	47	220
Salmon	6	Common	Ocean	Lime	10	50	14	45	255
Black Goldfish	6	Common	Lakes	Goldfish	5	25	16	49	255
Shark	7	Uncommon	Lakes, Ocean	Red Herring	1	150	7	70	295
Swordfish	7	Common	Ocean	Anchovy	20	60	17	60	295
Angelfish	8	Uncommon	Lakes, Ocean	AlleyCatfish	2	60	21	85	340
Vampire Fish	8	Rare	Graveyard	Garlic	25	80	55	225	1,000
Robot Fish	9	Rare	Science Facility	Piranha	250	1,000	50	275	1,000
Lobster	9	Common	Lakes, Ocean	Tuna	5	50	25	120	400
Deathfish	10	Rare	Graveyard	Angelfish	20	80	200	1,000	1,500

TIP

The Robot Fish can only be caught at the pond at the Landgraab Industries Science Facility. The Vampire Fish can only be caught at the pond in the graveyard.

The best time to go fishing is between 4AM and 6AM. This is when the best and biggest fish are biting!

On rare occasions, you will reel in something other than a fish from the waters of Sunset Valley. Litterbugs in Sunset Valley have discarded belongings in the lakes and ponds, but at least their refuse is another Sim's treasure. When you do manage to reel in a crate, there is a good chance it will contain a valuable item, such as World's Brew Bubble Bath or Death Flower. If you're really lucky, the crate will have a magic gnome inside of it!

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

BOXES

Crate Item	Chance of Finding
Laptop	3%
Rubber Ducky	20%
Guitar	10%
World's Brew Bubble Bath	16%
MoodLite Candle	16%
Birthday Cake	16%
Flame Fruit	3%
Death Flower	3%
Money Tree Seed	5%
Mysterious Mr. Gnome	6%

Places to Go Collecting

Working hard isn't the only way to make a living in Sunset Valley. Actually, you can pull in a pretty solid income without punching a time clock. There are many, many valuable things to collect in Sunset Valley in addition to the bounty pulled out of the water or from your personal garden. You can collect butterflies and beetles to sell to the Science Facility (or keep for yourself). Precious gems and metals can be located and refined into brilliant treasures. Space rocks hurtling down from the heavens have smashed into the ground all around Sunset Valley, too. Seek out these collectibles to both make money and beautify your lot.

NOTE

You do not need any special equipment to collect any of these things. All you need to do is left-click on the collectible and choose the Collect interaction. Your Sim will take care of the rest!

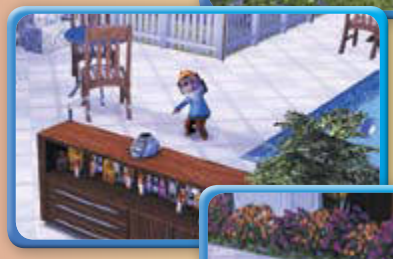
TIP

Collectibles respawn after anywhere between one and three days, so keep checking back in all of the spots we point out to see what you will discover next.

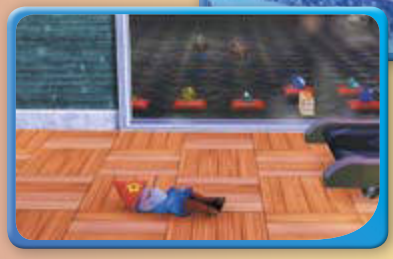
BROWNIE BITES

Wait, a magic gnome? Of all the different things you can collect in Sunset Valley, the most entertaining are the magic gnomes. These little fellows look very similar to the regular yard gnomes you can pick up in Buy Mode (the main difference is that they have stars), but like their name suggests, they are magical. In fact, they are Mysterious Mr. Gnomes!









When you discover a Mysterious Mr. Gnome, put him in your house or somewhere on your lot. Immediately, you get a nice environmental bump. But the real magic of these little gnomes doesn't kick in until between the hours of 3AM and 6AM. While you are sleeping, these little gnomes like to get into mischief. When you are not looking, these gnomes move around. Sometimes they just move into new positions, like lounging next to your pool or in the shade of a tree. However, some of the gnomes like to cause trouble, like turning on the TV or stereo in the middle of the night, waking up Sims.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

NOTE

Track your collection progress by looking at your Skill Journal. A collecting tab lists your finds.

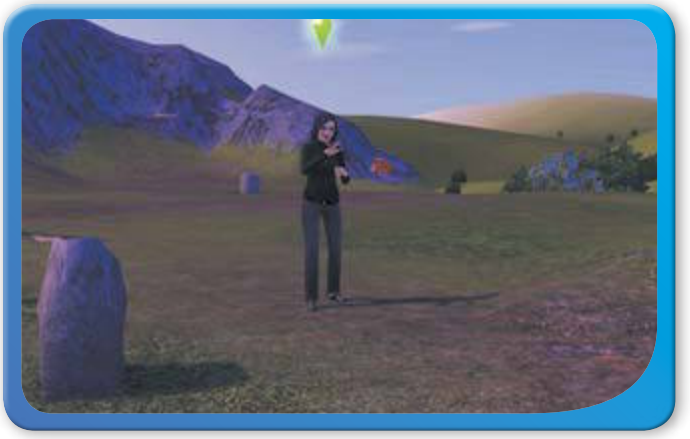


SimHenge is a wonderful place to look for collectibles like butterflies, meteorites, and gems.

Insects

There are two types of insects to collect in Sunset Valley: butterflies and beetles. These insects can be sold to the Science Facility for a few Simoleons (although, the rarest butterflies are really worth some dough) or kept on your lot in terrariums. It's fun to have a collection of pretty bugs around the homestead, so consider your lot environment before going straight for the cash. Having an attractive butterfly in a terrarium could be the difference between an okay room and one that gives your Sim the Nicely Decorated moodlet upon walking into the immediate area.

Butterflies



Beautiful butterflies love to flutter about in special areas of Sunset Valley. Use the map on the next page to find the exact spots to look for certain types of butterflies.

Now, if the map says you will find a variety of butterflies in a specific spot, it's likely you will only discover one or two from the list. When you collect a butterfly, your Sim closes in on a single insect from the bunch and gently takes it in his hands. Then, the rest of the butterflies vanish until the next day. Once collected, the butterfly goes into your personal inventory. You can now either take it to the Science Facility and collect your bounty or take it home and place it in a terrarium.

BUTTERFLIES

Butterfly	Rarity	Base Value
Moth	Common	5
Monarch	Common	10
Zephyr Metalmark	Common	25
Red Admiral	Common	35
Mission Blue	Uncommon	50
Green Swallowtail	Uncommon	90
Royal Purple Butterfly	Uncommon	150
Silver-Spotted Skipper	Rare	325
Zebra Butterfly	Rare	650
Rainbow Butterfly	Extraordinarily Rare	1,080

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

The Rainbow Butterfly is the rarest of the butterflies. It's worth a lot of Simoleons, but it also really beautifies a room on your lot. Consider taking this treasure home instead of selling it!





Butterflies Spawned

1. Moth
2. Monarch
3. Monarch, Red Admiral, Mission Blue
4. Monarch, Zephyr Metalmark, Green Swallowtail
5. Zephyr Metalmark, Red Admiral, Green Swallowtail, Royal Purple Butterfly
6. Zephyr Metalmark, Mission Blue, Silver-Spotted Skipper
7. Red Admiral, Mission Blue, Green Swallowtail, Royal Purple Butterfly, Silver-Spotted Skipper, Zebra Butterfly
8. Zephyr Metalmark, Red Admiral, Royal Purple Butterfly, Silver-Spotted Skipper, Zebra Butterfly, Rainbow Butterfly
9. Moth, Monarch, Zephyr Metalmark, Red Admiral, Mission Blue, Green Swallowtail, Royal Purple Butterfly, Silver-Spotted Skipper, Zebra Butterfly, Rainbow Butterfly
10. Silver-Spotted Skipper
11. Zebra Butterfly
12. Rainbow Butterfly

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Beetles



Is the ground moving? Or is there something alive down there? You may have to squint, but there are tiny bugs and beetles squirming around the ground that can be picked up and collected just like butterflies. Beetles are another excellent source of income, but they can also be kept on a lot to boost the environmental bonus of a room.

Beetles Spawned

1. Cockroach
2. Ladybug
3. Japanese Beetle
4. Water Beetle
5. Light Beetle
6. Rhino Beetle
7. Japanese Beetle, Stag Beetle
8. Ladybug, Spotted Beetle
9. Water Beetle, Trilobite
10. Light Beetle, Rainbow Beetle
11. Cockroach, Ladybug, Japanese Beetle, Water Beetle, Rhino Beetle, Stag Beetle, Spotted Beetle, Trilobite, Rainbow Beetle

BEETLES

Beetle	Rarity	Base Value
Ladybug	Common	10
Cockroach	Common	1
Japanese	Common	15
Water	Common	30
Light	Uncommon	40
Rhino	Uncommon	90
Stag	Uncommon	175
Spotted	Rare	400
Trilobite	Rare	750
Rainbow	Extraordinarily Rare	1,400



When you drag a beetle out of your personal inventory and place it in your house, it is automatically stored in a terrarium.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Gems, Metals, and Rocks



Precious metals and sparkling gems are yours for the taking—but first you have to find them. And once they are in your personal inventory, you must send them away to have a professional process them. Once they're processed, you can either sell metals and gems for profit or place them on your lot for environmental bonuses.

To have ore or rocks processed, you must send them off via your mailbox. (Left-click on the ore or rock in your personal inventory to send it off.) It costs Simoleons to get them processed. The cost of smelting ore into an ingot is §50 flat. The cost of getting a gem cut depends on the kind of cut you desire. The full list of cuts and cut costs is listed on the next page.

Gems

Keep an eye open for rocks on the ground—there are treasures inside them. When you swipe a rock from the ground, you are immediately told what you have found. Here are the best places to locate valuable gems:





Gems Spawned

1. Blue Topaz
2. Blue Topaz, Emerald, Yellow Sapphire, Diamond
3. Smoky Quartz, Ruby, Yellow Sapphire, Tanzanite
4. Blue Topaz, Smoky Quartz, Diamond, Rainbow Gem
5. Emerald, Ruby, Yellow Sapphire, Tanzanite, Rainbow Gem
6. Yellow Sapphire, Tanzanite, Diamond, Luminorious Gem
7. Ruby, Tanzanite, Diamond, Pink Diamond

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

NOTE

To sell a treasure like a gem or precious metal, just use the Sledgehammer Tool in Buy Mode. Left-click on the treasure (or drag the gem to the Sell box of your inventory) to get rid of it and add the Simoleons to your account. Be mindful, though. You cannot buy back a gem or meteorite once it has been sold.

GEMS

Gem	Min. Weight	Max. Weight	Value of Min. Weight	Value of Max. Weight
Blue Topaz	1	105	9	21
Smoky Quartz	1	105	15	25
Emerald	1	105	20	30
Ruby	1	105	25	35
Yellow Sapphire	1	105	35	60
Tanzanite	1	105	65	95
Diamond	1	105	100	200
Rainbow Gem	1	105	450	700
Luminorious Gem	1	105	150	350
Pink Diamond	1	105	1,200	1,650

Having a gem cut increases its value, but this comes at a cost. You must pay to have a gem cut, which occurs when you send it away via the mailbox out front of your lot. Now, when you first start collecting gems, there is only one cut available: Emerald. The next available cut is Oval, but to unlock this cut, you need to send off four previously collected gems to be cut by the professional jeweller. After that fourth cut, you get a note saying the Oval cut is now available. So, while it does cost to get these gems cut, the more you do it, better cuts you get—and the more money you can make from selling. The best cut is the Heart cut, which multiplies the value of the gem five-fold.



There are three ways to display a gem on your lot: on the ground, on a pillow, and on a pedestal. Left-click on the gem when it is on your lot to select your preferred display.

GEM CUTS

Gem Cut	Available After # Cuts	Value Multiplier	Cost of Cut
Emerald	0	1.25	10
Oval	4	1.5	20
Pear	8	1.75	35
Plumbbob	16	2	50
Marquis	30	2.3	75
Crystalball	45	2.6	100
Brilliant	60	3.5	250
Heart	Collect 10 different types of gems	5	1,000

NOTE

The Heart Cut is available after finding all gem types.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Metals



METALS

Metal Ore	Min. Weight	Max. Weight	Value of Min. Weight	Value of Max. Weight
Iron	1	52	7	20
Silver	1	52	25	35
Gold	1	52	40	120
Palladium	80	300	300	500
Plutonium	0.1	5	1,000	1,800

There are five different kinds of precious metals you can pull off the ground in Sunset Valley: iron, silver, gold, palladium, and plutonium. However, when you pick them up, they are still in ore form. These metals must be smelted to make them valuable—and pretty. To turn ore into ingots, just send them away via an interaction with your lot's mailbox. When the ingot comes back, the value has improved by up to 75 percent. That's quite a boost for the §40 smelting fee.

Here is a map showing where to look for the different metals around Sunset Valley:



NOTE



You can stack ingots in neat piles around your house for easy storage. However, if you want to place them around a room individually, use Alt to drop the ingot free of the snap-to-grid.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Meteorites

Space rocks streak through the atmosphere over Sunset Valley all of the time. Some of them actually crash down and can be recovered by Sims. There are three sizes: small, large, and huge. Use this map to find places to look for meteorites in Sunset Valley:



Meteorites Spawned

1. Small Space Rock
2. Large Space Rock
3. Small Space Rock, Large Space Rock
4. Small Space Rock, Large Space Rock, Huge Space Rock



Huge meteorites are as big as a couch!

Meteorites can be worth quite a bit of money, but there is a degree of risk when you analyze a meteorite to find out exactly what it is. Sometimes the raw value of a meteorite is greater than its worth once it has been identified. For example, if analysis reveals your meteorite is Ordinary Chondrite, the meteorite is now only worth half of its previous value.



METEORITES

Meteorite	Min. Weight	Max. Weight	Value of Min. Weight	Value of Max. Weight
Small	1	65	10	30
Large	100	1,050	50	200
Huge	50,000	1,001,000	2,000	4,500

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

After analyzing it, there is no way to reverse the process, so you might be stuck with a less valuable space rock. Here is a list of all of the possible results of analysis and the value multipliers of such discoveries:

METEORITES VALUES

Meteorite	Value Multiplier
Acapulcoite	0.7
Angrite	1
Ataxite	1.5
Aubrite	1.4
Brachinite	1.2
Carbonaceous Chondrite	5
Chassignite	1.2
Diogenite	0.9
Enstatite Chondrite	6
Eucrite	0.8
Hexahedrite	1.6
Howardite	0.7
Kamasite	1.75
Lodranite	0.8
Lunar	1.3
Mesosiderite	10
Nakhlite	1.1
Octahedrite	1.8
Ordinary Chondrite	0.5
Pallasite	4
Rumurutite	3
Shergottite	1
Unusual Bellacite	1.6
Unusual Custerous Gossticite	1.9
Unusual Dukeadite	2.2
Unusual Holmberic	1.8
Unusual Llamatite	2
Unusual Mazzadrayte	2.1
Unusual Pearsonite	2.1
Unusual Rodiekceous	2
Unusual Sporecite	1.7
Ureilite	0.9
Winonaite	1.3

NOTE

There is a slight chance that after sending away a meteorite, you will receive a Mysterious Mr. Gnome in the mail.

TIP



Explore the mausoleum in the graveyard for a chance to find gems, metals, meteorites, seeds, and even magic gnomes!

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

REARRANGE TOWN

You can rearrange the community and household lots in Sunset Valley and Riverview to your liking as long as the destination lot is the same size to accommodate the newly moved building. You can push houses to new locations and move community locations such as the gym and library around. This is a very powerful tool that can not only make Sunset Valley truly your own creation, but also make life easier for your Sims, particularly if you are moving in with a clear plan of action. If your Sim is going to be in the Law Enforcement career and regularly enjoy the benefits of the day spa, why not move those locations closer to your house? You can also turn private lots into community lots where all Sims can gather for fun and frivolity.



When in Edit Town, click on a lot to open a menu of options, such as turning a private lot into a community lot or bulldozing a lot so you can use it for something other than its original purpose.



Within Buy Mode, you can add trees and objects to lots, both private and community.



Move lots around Sunset Valley to completely reconfigure the town to your liking.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Furnished Lots and Pre-Set Lives

Sometimes, starting from scratch can be overwhelming, so why not ease a little stress by moving into a furnished house—or even a furnished life? Sunset Valley is a mature town with lots of developments and interesting households for you to investigate and even take control of in certain situations. If you are just starting *The Sims 3*, checking into a pre-built house is a good way to get ideas for your own dream house. Some of these furnished lots are pretty elaborate and may introduce design ideas you might have never considered before stepping over the threshold of these properties.

You can also skip Create a Sim entirely and jump into a life-in-progress with existing households in Sunset Valley. Each household has its own situation and scenario that gives the story some structure. As you try to fulfill the wishes and wants of the pre-built households, you will learn a lot about skill development, career management, and the general social structure of life in Sunset Valley. And if you choose, you can ignore the presented scenario and take these households in an entirely different trajectory. Their world is your oyster.

Finished Lots

Finished houses can be purchased either empty or completely furnished. Furnished homes are more expense than unfurnished homes, which puts a lot of them out of range of first-time buyers.



Marker	Property Name	# of Bedrooms, Bathrooms	Unfurnished Price	Furnished Price	Street Name	Size
A	Myrtle Bungalow	1br, 1ba	§17,408	§20,620	3 Sun Song Ave.	30 x 20
B	Mosquito Cove	1br, 1ba	§16,061	§22,273	36 Sim Lane	30 x 40
C	Pre-Fabulous	1br, 1ba	§9,970	§12,082	55 Water Lily Lane	20 x 30
D	Shotgun Style	2br, 1ba	§12,133	§15,020	58 Water Lily Lane	30 x 40
E	The Monotone	1br, 1ba	§12,290	§14,945	72 Water Lily Lane	20 x 30
F	"El" Urban Sprawl	2br, 1ba	§17,124	§23,279	60 Maywood Lane	40 x 30

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Myrtle Bungalow



Mosquito Cove



Pre-Fabulous



Shotgun Style



The Monotone



"El" Urban Sprawl

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Sunset Valley Households

Sunset Valley has a number of households that have already moved in and are waist-deep in their own complicated lives. Every household or life situation you can take control of is listed in this section, complete with all of the necessary information you need before slipping into the skins of these busy Sims. As mentioned, each household has its own scenario that you can attempt to unravel and complete, or you can just take over the household and live their lives however you please. You never know what trouble you might get into when you deviate from the set desires of your newly acquired household. (Trouble isn't always a bad thing, by the way. Some of the best fun in life comes from getting into—and out of—trouble.)



NOTE

There are many pre-made households you can select and play with, too. These households are not exclusive to Sunset Valley. They can be used in all towns associated with *The Sims 3*.

NOTE

Each household has a different difficulty rating (one through six). Six is the toughest difficulty. The reasons for the household's difficulty rating are partially explained by the scenario description.

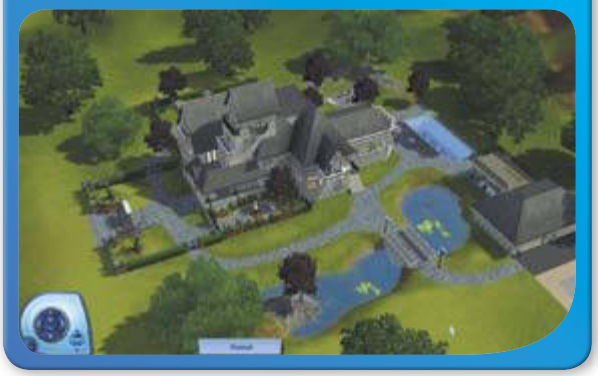
NOTE

Certain parcels of land have amazing views that give Sims on them the Beautiful Vista moodlet. The following houses/lots give this mood boost: Alto, Crumplebottom, Frio, Koffi, Landgraab, Ursine, Wan-Goddard, and Wolff.

Marker	Household Name	Marker	Household Name	Marker	Household Name
A	Goth	I	Single Moms	Q	Roomies
B	Landgraab	J	Crumplebottom	R	Kennedy
C	Alto	K	Wolff	S	Alvi
D	Langerak	L	Wan-Goddard	T	Bachelor
E	Bunch	M	Ursine	U	Clavell
F	Wainwright	N	Frio	V	Andrews
G	Jolina	O	Koffi	W	Hart
H	Keaton	P	Working Friends	X	Steel
				Y	Sekemoto

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Goth Household



Goth Manor



Difficulty: 3
Budget: §50,000

Scenario: The Goths have lived in town since time immemorial. The aura of gloom from the nearby cemetery suits them, but can a young boy named Mortimer grow up to be well-adjusted in such a place?

House Name: Goth Manor
Address: 13 Skyborough Blvd.
Lot Size: 60 x 60
Rooms: 3br, 3ba

Unfurnished Cost: §129,943
Furnished Cost: §195,134

Landgraab Household



Landgraab Estate



Difficulty: 3
Budget: §75,000

Scenario: The Landgraabs are old money (Nancy's family more or less founded the town), so it was no surprise that when she married Geoffrey, it was Geoffrey who changed his last name, not Nancy. Will young Malcolm be a mild-mannered doctor like his father or a voracious business tycoon like his mother?

House Name: Landgraab Estate
Address: 10 Summer Hill Court
Lot Size: 60 x 60
Rooms: 3br, 4ba

Unfurnished Cost: §203,724
Furnished Cost: §310,740

Alto Household



Villa Alto



Difficulty: 3
Budget: §75,000

Scenario: The Altos are new money. Their unscrupulous business practices have gotten them far in this town. Unofficially, they own most of the local shops. But how did their daughter become such a Goody Two-Shoes?

House Name: Villa Alto
Address: 20 Summer Hill Court
Lot Size: 60 x 60
Rooms: 2br, 2.5ba

Unfurnished Cost: §138,426
Furnished Cost: §272,848

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Langerak Household



Tileicious



Difficulty: 4
Budget: §3,400

Scenario: Kaylynn Langerak cleans up after her brother and stay-at-home dad while her mother works all day. Now Kaylynn's Aunt Zelda has arrived with half-dead plants in tow and things are messier than ever.

House Name: Tileicious
Address: 14 Sierra Tango Street
Lot Size: 30 x 40
Rooms: 4br, 3ba

Unfurnished Cost: §92,472
Furnished Cost: §133,095

Wolff Household



Lone Wolff Manor



Difficulty: 2
Budget: §25,000

Scenario: Both the arts and having children are very important to Morgana Wolff, but she has just learned that her new husband, Thorton, actively dislikes both. Oops. Can these newlyweds save their young marriage? Should they even try?

House Name: Lone Wolff Manor
Address: 505 Sunnyside Blvd.
Lot Size: 40 x 40
Rooms: 1br, 4ba

Unfurnished Cost: §126,663
Furnished Cost: §217,093

Bunch Household



Peep's Peak



Difficulty: 5
Budget: §3,300

Scenario: Here's the story: two working parents juggle family, household chores, and their careers while their four children run wild. What is the right balance for this household of six to stay sane?

House Name: Peep's Peak
Address: 16 Maywood Lane
Lot Size: 40 x 30
Rooms: 4br, 4ba

Unfurnished Cost: §35,628
Furnished Cost: §51,694

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Wainwright Household



Minihaus



Difficulty: 2
Budget: §2,900

Scenario: Susan and Boyd are techno-geniuses who spend all of their available time with electronics. When their daughter, Blair, was a child, they bought every toy she asked for in the hopes that she would amuse herself and give them more free time for their hobbies. Now that Blair has moved out on her own, the Wainwrights are thinking of converting her old room for the next project.

House Name: Minihaus
Address: 53 Maywood Lane
Lot Size: 30 x 20
Rooms: 2br, 1ba

Unfurnished Cost: §35,869
Furnished Cost: §74,065

Jolina Household



House Plan B



Difficulty: 1
Budget: §1,000

Scenario: Jamie Jolina is as intelligent as she is beautiful. Can she prove to the world that two traits can coexist?

House Name: House Plan B
Address: 91 Landgraab Ave.
Lot Size: 30 x 20
Rooms: 2br, 1ba

Unfurnished Cost: §24,264
Furnished Cost: §30,496

Keaton Household



Low Fat Ranch



Difficulty: 2
Budget: §4,500

Scenario: Avid outdoorsy Sims, Marty and Justine Keaton both have active careers and active hobbies. What effect will the impending arrival of their first child have on their lifestyle?

House Name: Low Fat Ranch
Address: 86 Landgraab Ave.
Lot Size: 40 x 40
Rooms: 2br, 1ba

Unfurnished Cost: §31,700
Furnished Cost: §45,660

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Single Moms Household



Asilomar



Difficulty: 4
Budget: §3,700

Scenario: Fiona Marsh is used to living alone with her teenage daughter, River. But when Fiona's best friend needed a place to live with her own young daughter, Fiona readily invited the two to live in her home. Will Molly be the perfect housemate or Fiona's biggest regret?

House Name: Asilomar
Address: 330 Oak Grove Road
Lot Size: 30 x 30
Rooms: 3br, 2ba

Unfurnished Cost: §38,795
Furnished Cost: §63,850

Crumplebottom Household



August Moon



Difficulty: 1
Budget: §20,000

Scenario: Agnes Crumplebottom hadn't even changed her last name to her husband's when an unfortunate accident on her honeymoon ended the marriage. Between her growing bitterness and her husband's ghost scaring away gentleman callers, only the bravest Sim would ever try to win her heart and fortune now.

House Name: August Moon
Address: 230 Redwood Pkwy.
Lot Size: 30 x 40
Rooms: 2br, 2ba

Unfurnished Cost: §73,560
Furnished Cost: §135,686

Wan-Goddard Household



Raggio del Sole



Difficulty: 2
Budget: §2,100

Scenario: Pauline and Hank are certain that they will be 2-gether 4-ever because they have so much in common: parties, the beach, and music. The only question is whether or not they can maintain their lifestyle.

House Name: Raggio del Sole
Address: 1 Sun Song Ave.
Lot Size: 20 x 30
Rooms: 2br, 1.5ba

Unfurnished Cost: §36,629
Furnished Cost: §49,773

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Ursine Household



Pescadero



Difficulty: 1
Budget: §1,500

Scenario: Claire Ursine is a reclusive angler living by the ocean. Since she lives alone, she is hopeful that no one will notice her unexpectedly changing waistline.

House Name: Pescadero
Address: 5 Sun Song Ave.
Lot Size: 30 x 20
Rooms: 2br, 1.5ba

Unfurnished Cost: §30,397
Furnished Cost: §40,311

Frio Household



Ocean Vista Cottage



Difficulty: 2
Budget: §1,200

Scenario: The Frio brothers are cool—but in very different ways. Connor is shy and seems aloof; Jared is downright cold to people after he befriends them. Can anything be done to change them into the next level of cool: awesome?

House Name: Ocean Vista Cottage
Address: 7 Sun Song Ave.
Lot Size: 30 x 20
Rooms: 2br, 2ba

Unfurnished Cost: §43,375
Furnished Cost: §70,932

Koffi Household



Sur la Plage



Difficulty: 1
Budget: §3,500

Scenario: Gobias Koffi is a well-meaning single Sim who just hasn't met the right woman. Is this because he actually prefers the company of his male friends?

House Name: Sur la Plage
Address: 433 Sunnyvale Blvd.
Lot Size: 30 x 30
Rooms: 1br, 1.5ba

Unfurnished Cost: §82,416
Furnished Cost: §135,519

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Working Friends Household



Metropolitan Lofts



Difficulty: 3
Budget: §2,850

Scenario: Four women trying to make their way in the world have come together to share this house. Madison and Monica are best friends forever, Tori is a best-friend wannabe, and Ayesha is the tomboy who couldn't care less.

House Name: Metropolitan Lofts
Address: 270 Sunnyvale Blvd.
Lot Size: 30 x 20
Rooms: 3br, 2ba

Unfurnished Cost: §55,388
Furnished Cost: §101,760

Roomies Household



Cosmopolitan Lofts



Difficulty: 4
Budget: §3,050

Scenario: Can five young adults from five different backgrounds really stand living together in a single house? Just about every personality is represented in this wacky household...but who is the exceedingly plain guy who doesn't socialize with the others? And how did he manage to get his own room?

House Name: Cosmopolitan Lofts
Address: 260 Sunnyvale Blvd.
Lot Size: 30 x 40
Rooms: 5br, 3ba

Unfurnished Cost: §79,787
Furnished Cost: §107,992

Kennedy Household



Cottage Cheese



Difficulty: 1
Budget: §1,300

Scenario: Erin Kennedy is a long-term military career woman who has recently transferred to town. Making friends has always been difficult for her, and she worries that things might be the same in this town. Will her fears come true?

House Name: Cottage Cheese
Address: 67 Water Lily Lane
Lot Size: 30 x 30
Rooms: 1br, 1ba

Unfurnished Cost: §29,063
Furnished Cost: §37,313

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Alvi Household



Flava-ful



Difficulty: 3
Budget: §600

Scenario: Young Miraj Alvi wishes that his teenage brother would stop giving their dad such a hard time. Is there some way he can help the two make amends?

House Name: Flava-ful
Address: 43 Water Lily Lane
Lot Size: 20 x 30
Rooms: 2br, 1ba

Unfurnished Cost: §22,412
Furnished Cost: §32,087

Bachelor Household



Greener & Greener



Difficulty: 3
Budget: §3,100

Scenario: The Bachelors are a tightly knit household and Simis sees to it that everything—and everyone—is in its place. Now if only the other neighborhood kids were as well behaved as Michael and Bella.

House Name: Greener & Greener
Address: 12 Sim Lane
Lot Size: 40 x 30
Rooms: 3br, 3ba

Unfurnished Cost: §68,020
Furnished Cost: §104,507

Sekemoto Household



Plus Plus



Difficulty: 3
Budget: §2,550

Scenario: Yumi Sekemoto has recently moved in with her son, Leighton, to help him raise his toddler, Sam.

House Name: Plus Plus
Address: 24 Sim Lane
Lot Size: 30 x 30
Rooms: 3br, 3ba

Unfurnished Cost: §30,509
Furnished Cost: §44,349

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Clavell Household



Victor's Abode



Difficulty: 2
Budget: §2,800

Scenario: Xander Clavell is a party animal still living in his parents' house. Buster is tired of Xander's mooching and wants him out. Will Bessie have to choose between her son and her husband?

House Name: Victor's Abode
Address: 306 Skyborough Blvd.
Lot Size: 30 x 20
Rooms: 2br, 2.5ba

Unfurnished Cost: §62,485
Furnished Cost: §95,070

Andrews Household



Stalwart Mission



Difficulty: 2
Budget: §1,400

Scenario: Beau Andrews is an inventive slob who spends most of his time watching television. Victoria is an artistic bookworm who spends most of her time reading. How is it that these two seem to be living happily ever after?

House Name: Stalwart Mission
Address: 378 Skyborough Blvd.
Lot Size: 20 x 30
Rooms: 1br, 1.5ba

Unfurnished Cost: §42,301
Furnished Cost: §57,471

Hart Household



Primrose



Difficulty: 3
Budget: §2,400

Scenario: Bebe Hart has a hard time as the only responsible person in the entire Hart lineage. It's no secret in the neighborhood that both of her parents are slightly insane, so Bebe feels that the neighbors' eyes have been scrutinizing her for ages, just waiting to see if she'll crack too.

House Name: Primrose
Address: 303 Skyborough Blvd.
Lot Size: 30 x 40
Rooms: 2br, 2ba

Unfurnished Cost: §35,624
Furnished Cost: §65,291

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Garden Cottage

Difficulty: 1
Budget: §1,000

Scenario: Christopher Steel is lucky by nature. Things have always come easily for him, which is starting to get boring. Now that he's in a brand new town with no friends, how will he fare?



House Name: Garden Cottage
Address: 373 Skyborough Blvd.
Lot Size: 30 x 40
Rooms: 2br, 1ba

Unfurnished Cost: §24,784
Furnished Cost: §32,111

Each member of the Sunset Valley households you can play as has their very own unique personality that helps shape their wishes and behaviors. Use this table to check out each household member before diving in and living out their lives:

HOUSEHOLDS

Sim Name	Age	Trait 1	Trait 2	Trait 3	Trait 4	Trait 5
Nick Alto	Adult	Mean-Spirited	Family Oriented	Hydrophobic	Workaholic	Ambitious
Vita Alto	Adult	Evil	Charismatic	Snob	Schmoozer	Ambitious
Holly Alto	Teen	Good	Artistic	Vegetarian	Easily Impressed	
Iqbal Alvi	Adult	Couch Potato	Neurotic	No Sense of Humor	Angler	Absent-Minded
VJ Alvi	Teen	Evil	Childish	Inappropriate	Snob	
Miraj Alvi	Child	Family Oriented	Neat	Good		
Beau Andrews	Adult	Couch Potato	Can't Stand Art	Slob	Inappropriate	Good Sense of Humor
Victoria Andrews	Adult	Good	Hopeless Romantic	Artistic	Ambitious	Bookworm
Simis Bachelor	Adult	Family Oriented	Handy	Inappropriate	Neurotic	Frugal
Jocasta Bachelor	Adult	Coward	Loner	Over-Emotional	Green Thumb	Angler
Michael Bachelor	Teen	Athletic	Loves the Outdoors	Schmoozer	Friendly	
Bella Bachelor	Child	Lucky	Brave	Good		
Arlo Bunch	Child	Excitable	Athletic	Loves the Outdoors		
Ethan Bunch	Teen	Bookworm	Genius	Charismatic	Good	
Jack Bunch	Adult	Schmoozer	Perfectionist	Loves the Outdoors	Green Thumb	Good Sense of Humor

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

HOUSEHOLDS, CONTINUED

Sim Name	Age	Trait 1	Trait 2	Trait 3	Trait 4	Trait 5
Judy Bunch	Adult	Neat	Light Sleeper	Perfectionist	Over-Emotional	Family Oriented
Lisa Bunch	Teen	Kleptomaniac	Inappropriate	Snob		
Darlene Bunch	Child	Brave	Daredevil	Unlucky		
Bessie Clavell	Elder	Family Oriented	Artistic	Neat	No Sense of Humor	Good
Buster Clavell	Elder	Grumpy	Family Oriented	Heavy Sleeper	Loner	Frugal
Xander Clavell	Young Adult	Party Animal	Inappropriate	Commitment Issues	Mooch	Hot-Headed
Agnes Crumplebottom	Young Adult	Grumpy	Loner	Hopeless Romantic	Bookworm	Frugal
Connor Frio	Young Adult	Absent-Minded	Bookworm	Unflirty	Loner	Good
Jared Frio	Young Adult	Natural Cook	Heavy Sleeper	Mean-Spirited	Inappropriate	Party Animal
Corneila Goth	Adult	Charismatic	Grumpy	Neat	Perfectionist	Unflirty
Gunther Goth	Adult	Frugal	Grumpy	Charismatic	Workaholic	Brave
Mortimer Goth	Child	Artistic	Grumpy	Ambitious		
Bebe Hart	Teen	Bookworm	Frugal	Good	Technophobe	
Gus Hart	Adult	Easily Impressed	Family Oriented	Charismatic	Childish	Insane
Dorie Hart	Adult	Loser	Absent-Minded	Childish	Insane	Over-Emotional
Jamie Jolina	Young Adult	Flirty	Virtuoso	Party Animal	Genius	Bookworm
Justine Keaton	Young Adult	Loner	Perfectionist	Good	Neat	Hot-Headed
Marty Keaton	Young Adult	Athletic	Loves the Outdoors	Friendly	Neurotic	Great Kisser
Erin Kennedy	Adult	Brave	Can't Stand Art	Technophobe	Unflirty	Athletic
Gobias Koffi	Adult	Never Nude	Childish	Over-Emotional	Loser	Flirty
Geoffrey Landgraab	Adult	Good Sense of Humor	Family Oriented	Hopeless Romantic	Loves the Outdoors	Charismatic
Malcolm Landgraab	Child	Bookworm	Ambitious	Good		
Nancy Landgraab	Adult	Workaholic	Charismatic	Snob	Perfectionist	Ambitious
Dustin Langerak	Adult	Slob	Family Oriented	Friendly	Handy	Clumsy
Kaylynn Langerak	Child	Neat	Perfectionist			
Iliana Langerak	Adult	Neat	Workaholic	Schmoozer	Perfectionist	Daredevil
Parker Langerak	Teen	Flirty	Great Kisser	Schmoozer	Slob	
Zelda Mae Langerak	Young Adult	Childish	Flirty	Green Thumb	Party Animal	Easily Impressed
Leighton Sekemoto	Young Adult	Family Oriented	Good	Frugal	Ambitious	Brave

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

HOUSEHOLDS, CONTINUED

Sim Name	Age	Trait 1	Trait 2	Trait 3	Trait 4	Trait 5
Sam Sekemoto	Toddler	Excitable	Artistic			
Yumi Sekemoto	Elder	Neurotic	Family Oriented	Inappropriate	Perfectionist	Neat
Christopher Steel	Young Adult	Great Kisser	Angler	Natural Cook	Daredevil	Friendly
Claire Ursine	Young Adult	Angler	Loves the Outdoors	Kleptomaniac	Loner	Hot-Headed
Boyd Wainwright	Adult	Computer Whiz	Genius	Couch Potato	Slob	Neurotic
Susan Wainwright	Adult	Computer Whiz	Genius	Couch Potato	Snob	Workaholic
Pauline Wan	Young Adult	Flirty	Ambitious	Party Animal	Commitment Issues	Loves the Outdoors
Hank Goddard	Young Adult	Commitment Issues	Schmoozer	Charismatic	Loves the Outdoors	Great Kisser
Morgana Wolff	Young Adult	Workaholic	Family Oriented	Artistic	Charismatic	Good
Thorton Wolff	Young Adult	Commitment Issues	Frugal	Perfectionist	Dislikes Children	Ambitious
Sandi French	Toddler	Slob	Excitable			
Molly French	Adult	Flirty	Daredevil	Hopeless Romantic	Party Animal	Slob
River McIrish	Teen	Good	Neat	Perfectionist	Artistic	
Fiona McIrish	Adult	Genius	Handy	Vegetarian	Charismatic	Bookworm
Stiles McGraw	Young Adult	Loner	Light Sleeper	Frugal	Neat	Loves the Outdoors
Blair Wainwright	Young Adult	Loner	Childish	Hopeless Romantic	Genius	Good
CyclOn3 SwOrd	Young Adult	Absent-Minded	Inappropriate	Genius	Couch Potato	Computer Whiz
Emma Hatch	Young Adult	Charismatic	Natural Cook	Unflirty	Artistic	Good Sense of Humor
Tamara Donner	Young Adult	Flirty	Daredevil	Mooch	Hot-Headed	Charismatic
Ayesha Ansari	Young Adult	Athletic	Genius	Artistic	Frugal	Brave
Madison VanWatson	Young Adult	Ambitious	Clumsy	Snob	Excitable	Childish
Monika Morris	Young Adult	Snob	Schmoozer	Great Kisser	Angler	Absent-Minded
Tori Kimura	Young Adult	Charismatic	Workaholic	No Sense of Humor	Snob	Natural Cook

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Tour of Riverview

Riverview Living

Welcome to Riverview, population *you*. This new city for the Sims is a different sort of place than Sunset Valley. Sure, the places have many similar buildings, such as the Doo Peas Corporate Towers and the Llama Memorial Stadium, but the general lay-out and vibe of the town is very different. Yes, life is a bit less hectic in Riverview—something its citizens seem to like very much. But idyll is always in the eye of beholder. Just like Sunset Valley, there is drama unfolding just beneath the pleasant appearances of the well-decorated houses and perfectly groomed lawns.



While Riverview has a soothing atmosphere, you can still find a little trouble—if you look in the right places. The Criminal career can be launched in Riverview, the cemetery is indeed quite haunted (things just love to go bump in the night there), and relationships can sour just as easily without the right kind of attention.

Just like Sunset Valley, Riverview is a world of opportunity and possibility. Sure, the real estate looks a bit different thanks to the more centralized downtown area (you have to love the symmetry of City Hall overlooking that long Four Bridges Park on the island in the heart of Riverview) and the faces are not the same as in Sunset Valley, but it's still a wonderful place to carve out an entirely new life with your Sims.

If you like to set up multiple households and explore different narratives, then having a family move into Riverview as well as Sunset Valley is a must. Use this guide to help you determine where all of the community locations such as parks are and what's possible at each location. Learn where commerce commences for those times you feel like blowing some Simoleons. The career buildings are also detailed so you know where to report to start a new gig, from journalist to soldier.

Places of Employment

Money may not be the center of the universe in Riverview, but it certainly greases the wheels of your Sims' dreams.

Llama Memorial Stadium



Interactions

- Join Professional Sports Career
- Attend Athletic Class (§400)
- Attend Game (§60)
- Attend Concert

The good Sims of Riverview head to Llama Memorial Stadium to support their local teams, and also to attend concerts. Attending either of these events at the stadium is an excellent way to give your Sims a mood boost.

The stadium is also where to take an Athletics class. The Athletics class sets your Sims back §400 but is a great way to develop the Athletic skill. Be sure to keep training either at home with some equipment or at the gym, too.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

NOTE

If you seek a life of sport, the Llama Memorial Stadium is where you start that new career.

Fort Salas Military Base



Interactions

- Join Military Career
- Attend Handiness Class (§400)
- Tour Base

Fall in, soldier! Fort Salas Military Base is where Sims seeking a life of service apply. Once on their way to a promising military career, Sims return to the military base throughout the week for training exercises and other soldiering duties in hopes of earning promotions. The ultimate goal: Astronaut.

The military base is also where Sims can enroll in a Handiness class, which can give Sims a head start on tinkering with their possessions. This is how Sims not only develop the skill, but also add cool upgrades to objects as well as increase their proficiency with repairs.

Police Department



Interactions

- Join Law Enforcement Career

Riverview's police department is a serious place—there are no casual tours here for Sims like you find at the military base or the museum. Instead, this is strictly a spot for Sims to work in the Law Enforcement career track. Once you have earned the badge, return here often—and on time—to pursue career advancement. Cops don't appreciate tardiness, so make sure you either live near the station or leave your lot early enough to be at roll call on time.

Wilsonoff Community Theatre



Interactions

- Join Music Career
- Attend Guitar Class (§400)
- Tour Theatre
- See Movie (§40)

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

The Wilsonoff Community Theatre in Riverview serves two functions: work and play. If you want to embark on the Music career, accept the challenge here and begin the long road to stardom. Whether your Sim chases the rock 'n' roll career or the symphonic branch, this theatre is the place to be.

However, the theatre is also a wonderful entertainment destination for Sims. Not only can they tour the theatre, which is a good way to relax, but Sims can also check out a flick for just a few Simoleons. Roll the cursor over the theatre to check show times.

Tip

After tossing back some popcorn and watching a few reels unspool, Sims exit the theatre with the Saw a Great Movie moodlet, which lasts a long time. It's one of the best—and easiest—ways to bump your Sim's mood into the green.

County Care General Hospital



Interactions

- Join Medical Career

County Care General Hospital is where Sims who want to begin a career in Medicine must report. There are no tours or commerce here.

Doo Peas Corporate Towers



Interactions

- Join Business Career
- Attend Writing Class (§400)
- Join Journalism Career

The Doo Peas Corporate Towers are where Sims go if they want to start a career in either Business or Journalism. Each career in this location is rewarding in its own right, from the pursuit of truth in the Journalism career to the lucrative haul you can score at the top of the corporate ladder in the Business career.

The tower also hosts the classroom for the Writing skill. If you want to speedily start developing the trait, come here and enroll. Once the skill development process is underway, use a computer at home or at the reading room to advance the talent and work on what could be some very profitable novels.

City Hall



Interactions

- Join Political Career
- Tour City Hall
- Attend Charisma Class (§400)

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Want to start a career as a professional schmoozer? Hoof it down to City Hall on the central island in Riverview and sign up for an entry-level position in the Political career. This career goes hand-in-hand with the Charisma skill, which is taught on-site. The Charisma skill does more than just help Sims advance in the political realm, it also allows Sims access to new socials that aid with important relationship-building. If you really want to make friends and influence folks in Riverview, this is an important skill to have—and this is the place to get started developing it.

Outstanding Citizen Warehouse Corp.



Interactions

- Join Criminal Career
- Raid Warehouse (Special Agents only)

The Outstanding Citizens Warehouse Corp. is a front. It's a facade. It's trickery. This is really the local hangout for the criminal underworld in Riverview. If you want your Sims to embark on a life of crime, then send them to this warehouse (not to be confused with the rave warehouse nearby) and sign up as low-level thugs. Then, they can work their way up (or is it down?) the career ladder and become the most feared criminals Riverview has ever seen.

Soil and Water Research Facility



Interactions

- Join Science Career
- Attend Gardening Class (§400)
- Attend Logic Class (§400)
- Tour Science Lab
- Donate Insects to Science

The Soil and Water Research Facility is the science mecca in Riverview. Here, Sims can start using their gray matter by enrolling in the Logic class. Logic is a good skill to develop no matter what career track your Sim pursues, but it is essential for some of the Science career, along with Gardening and Handiness. The Logic skill is tied to many fun things to do in Riverview, such as gaze at the stars through a telescope, win chess matches (there are open tables downtown), and even practice a little hacking on a computer either at home or in the reading room.

The facility is also where Sims go to take a Gardening class. The Gardening skill unlocks a whole world of horticulture. Sims can then start planting and sowing harvestables, which is not only a great secondary source of income, but also a way to unlock some truly special plants in Riverview, such as the Money Tree.

TIP

If you're looking for extra income, the facility is also where you go to sell insects for Simoleons. Beetles and butterflies are all worth something to the scientists who work here. However, the rarer the bug, the more it is worth.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Hogan's Deep-Fried Diner



Interactions

- Join Culinary Career
- Attend Cooking Class (§400)
- Eat Here (prices vary)
- Get Drinks (prices vary)

Hogan's Deep-Fried Diner serves multiple purposes in Riverview. It's a good place to grab a quick bite to eat and enjoy a small moodlet bump. The diner also teaches a Cooking class that is essential for gaining one level of Cooking skill development. The diner is also where Sims can start a Culinary career.

Little Corsican Bistro



Interactions

- Join Culinary Career
- Attend Cooking Class (§400)
- Eat Here (prices vary)
- Get Drinks (prices vary)
- Eat Outside (prices vary)

The Little Corsican Bistro is touch more upscale than Hogan's, something that is reflected in the prices of dishes here. However, higher priced food is also of better quality, which translates into a greater mood bump when you eat at the bistro. But the bistro is not just a stop to stuff your face with fine fare. The bistro also teaches a Cooking class that will help your Sims develop their Cooking skill, along with making dishes over and over again at home.

Sims who want a career in the Culinary arts can also apply at the Little Corsican Bistro. The career unfolds the same at the bistro as it is does at the diner. The only difference is location.

INVESTING IN RIVERVIEW

If you have the money, you can invest in a number of businesses around Riverview. You can invest money in the bistro, bookstore, business towers, day spa, diner, supermarket, warehouse, hospital, science facility, stadium, and theatre. After making your initial investment, you get a cut of the profits every week. Some weeks will be better than others. When you save up even more, you can outright buy the business and keep all of the profits to yourself. Here are the investments required for each business (investment/ownership):

- Bistro: §12,500/§25,000
- Bookstore: §7,000/§20,000
- Corporate Towers: §18,000/§40,000
- Day Spa: §15,000/§35,000
- Diner: §6,000/§18,000
- Supermarket: §7,000/§20,000
- Warehouse: §15,000/§35,000
- Hospital: §30,000/§75,000
- Science Facility: §40,000/§100,000
- Stadium: §35,000/§80,000
- Theatre: §18,000/§40,000

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Shopping and Commerce

At first glance, Riverview may not look like the economic powerhouse that is Sunset Valley, but Simoleons indeed make this town go around, too.

Divisadero Budget Books



Interactions

- Shop for Books (prices vary)
- Get Part-Time Job

Riverview also has a branch of Divisadero Budget Books, a veritable shop of knowledge. The bookstore sells a lot of different tomes, from skill development books to sheet music. Cooking-minded Sims will appreciate the ability to browse recipes, although some of them may be beyond your current talent-level. Keep practicing so your Sims can use all of the recipes.

TIP

Children's books are also on the racks, which are essentials for families with young Sims. Reading to a toddler or child helps with mood and development.

Sims who want a part-time job (teens or Sims who want to spend more time developing skills that bring in an income) can find shorter hours at Divisadero. The pay is less than a full-time career, but the flexibility cannot be beat!

Inventory

BOOKSTORE INVENTORY – GENERAL

Title	Genre	Price in Simoleons
Point Farmer: The Story of Grant Rodiek	Autobiography	25
The Warlock of Palladia	Fantasy	35
Where's Bella?	Children's	40
The Adventues Of Raymundo	Children's	50
Murder In Pleasantview	Mystery	65
A Magnetic Attraction	Trashy	80
Commitment Issues	Drama	130
Stragedy and Other Messterpieces	Humor	135
Zombies? Zombies!	Sci-Fi	180
Totally Preggers: An Expecting Mother's Tale	Non-Fiction	200
Abstract with Turkey	Fiction	210
Unicorns for Audrey	Fantasy	210
Exit at Powell	Satire	230
Gpod	Sci-Fi	250
Baby Incoming: Preparing with Vigilance	Non-Fiction	300
The Economy	Political Memoir	310
How To Spin Plates	Non-Fiction	360
Game of Thorns	Mystery	405
The Crumplebottom Legacy: A Tale	Historical	480
I'm Still Cool	Humor	535
Thunking	Fiction	580
Llama Rights	Historical	610
Special Snowflake	Romance	705
On the Margins	Satire	780
The Point of Pointilism	Non-Fiction	875
Not Expecting Much	Vaudeville	940
The Noble History of Socks	Biography	1,000

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

BOOKSTORE INVENTORY – SKILL

Title	Skill	Level Required	Price in Simoleons
Logic Vol. 1: Knights vs. Bishops	Logic	0	50
Cooking Vol. 1: Too Much Salt!	Cooking	0	50
Handiness Vol. 1: Unplug It First!	Handiness	0	50
Charisma Vol. 1: Fixing the Friend Problem	Charisma	0	350
Gardening Vol. 1: The Watercan Chronicles	Gardening	0	350
Charisma Vol. 2: Talking to Anyone	Charisma	3	500
Gardening Vol. 2: Odor Free Fertilizer	Gardening	3	500
Cooking Vol. 2: Why You Need Baking Soda	Booking	3	500
Logic Vol. 2: To Xor or Not to Xor	Logic	3	500
Handiness Vol. 2: Turn off the Water	Handiness	3	500
Charisma Vol. 3: Becoming Irresistable	Charisma	6	750
Handiness Vol. 3: Puddles and Electricity Don't Mix	Handiness	6	750
Gardening Vol. 3: Gardening to Riches	Gardening	6	750
Cooking Vol. 3: Yummy and Delicious	Cooking	6	750
Logic Vol. 3: 3.14159265	Logic	6	750

BOOKSTORE INVENTORY – SHEET MUSIC

Item	Level Required	Price in Simoleons
Yes Ma'am, I Do	5	100
Flamenco Fever	6	250
A Perfect Moment	7	425
Improvise Here and Now	8	600
Dream Escape	9	1,400

BOOKSTORE INVENTORY – CHILDHOOD DEVELOPMENT

Title	Price in Simoleons
Jimmy Sprocket and the Squishy Stone	50
Bluish Eggs with a Side of Pastrami	50
Counting for Those Who Cannot	50
Finger Painting 101	50
Handprints of the Masters	125
Jimmy Sprocket and the Chalice of Lichens	125
Squares are Not Triangles	125
Frank I'm Not	125
Oh the Destinations You'll Briefly Visit	210
Don't Stay Within the Lines	210
Jimmy Sprocket and the Escape from "Fun" Land	210
Being Smart for Fun and Profit	210

BOOKSTORE INVENTORY – FISHING

Title	Level Required	Price in Simoleons
The Wee Swimmers: Reeling Anchovy and Minnow	1	50
The Whiskered Deep: Catfish and You	1	100
All that Glitters is Goldfish	4	200
Gilled Tragedy: Trout and Clownfish Baiting Techniques	3	300
Sushi Swimmers: How to Catch Tuna, Salmon and Blowfish	4	400
Predators of the Deep: Piranha, Shark and Swordfish Tips	4	500
Heavenly Delicacies: Hooking the Angelfish and Lobster	6	750
Binary Fishing and Analog Bait for Robotfish	6	1,400
Fishing for the Dead: Deathfish and Vampirefish on the Line	7	2,000

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

BOOKSTORE INVENTORY – RECIPES

Recipe Name	Level Required	Price in Simoleons
Ratatouille	1	25
Fish and Chips	3	50
Cookies	3	100
Fruit Parfait	4	200
Cheesesteak	5	300
Cobbler	6	450
Eggs Machiavellian	7	580
Tri-Tip Steak	8	650
Stuffed Turkey	9	800
Baked Angel Food Cake	10	1,000
Ambrosia	10	12,000

EverFresh Delights Supermarket



Interactions

- Shop for Groceries
- Get Part-Time Job
- Attend Fishing Class (§400)
- Sell Harvestables
- Sell Fish

The proprietors of EverFresh Delights have opened a market in Riverview to meet the townfolks' need for fresh harvestables and other ingredients for meal preparation. Those shelves need to be stocked, too, so Sims in search of part-time work should definitely inquire within. Sims with a green thumb or talent for raising harvestables can also sell their goodies at the market for some spare Simoleons.

TIP

If you develop the Gardening skill well enough to keep a steady stream of high-quality harvestables coming out of the ground, selling to EverFresh is a great source of income.

Inventory

SUPERMARKET INVENTORY – PRODUCE

Item	Price in Simoleons
Tomato	5
Lettuce	5
Apple	6
Grapes	6
Onion	11
Potato	11
Lime	14
Watermelon	14
Bell Pepper	18
Garlic	23

SUPERMARKET INVENTORY – HOME

Item	Price in Simoleons
Birthday Inferno Birthday Cake	30
Ducksworth of Bathington	40
Mood-Lite Candle	65
World's Brew Bubble Bath	100

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

SUPERMARKET INVENTORY – FISH

Item	Price in Simoleons
Anchovy	5
Alley Catfish	6
Goldfish	6
Rainbow Trout	9
Tuna	11
Salmon	14
Black Goldfish	16
Swordfish	17
Lobster	25

SUPERMARKET INVENTORY – MEAT AND CHEESE

Item	Price in Simoleons
Links	8
Cheese	8
Egg	11
Patty	24
Roast	30
Steak	30

Sunflower Spa



Interactions

- Get Part-Time Job as a Spa Specialist
- Get Part-Time Job as a Receptionist
- Get Massage: Quick Shiatsu Massage (§50)
- Get Massage: Relaxing Swedish Massage (§250)
- Get Massage: Deep Tissue (§500)
- Get Facial: Mini-Facial (§50)
- Get Facial: Mud Facial (§200)
- Get Facial: Seaweed Facial (§500)
- Body Treatments: Steam Bath (§250)
- Body Treatments: Salt Scrub (§750)
- Body Treatments: Volcanic Clay Bath (§1,500)
- Salon: Manicure (§25)
- Salon: Pedicure (§50)
- Salon: Pedicure/Soak: (§100)
- Packages: Great Escape (§1,00)
- Packages: Relaxing Rendezvous (§3,000)
- Packages: Soothing Salvation (§7,500)

The Sunflower Spa is like mini-resort right in the middle of Riverview. Until the day your Sims can start enjoying vacations, the spa is a perfect afternoon getaway that provides major mood boosts. Treatments such as massage and pedicure make your Sims feel great about life, which is perfect for bumping their moods into the green. The more expensive the treatment, the better moodlet you get from the procedure.

TIP

Pregnant Sims with sore backs should go to Sunflower for a soothing massage. Not only does it dispel the negative moodlet, but it instills a positive one too.

NOTE

Part-timers can find work at the Sunflower Spa. The hours are limited, but so is the pay.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Community Spots

Riverview is not without the desirable amenities Sims love to use (and sometimes abuse). There are multiple parks in the town, which are a boon to Sims who love being outdoors. Sims who want to develop Athletic or Writing skills but not spend too much can stop into the reading room or gym and use city-provided stuff for free. There are also a number of community spots such as the Gazebo where Sims can socialize and meet new faces. If you are new in Riverview, heading down to one of these open-air spots is a must-do after getting settled into the new digs. Most of the Sims in Riverview are pleasant and with just a little conversation and consideration, your Sims will have friends in no time.

Wright Reading Room



The Wright Reading Room is the Riverview equivalent of a library. Although it's smaller than the similar facility in Sunset Valley, the reading room still has plenty of shelves that sag under the weight of books. If your Sims just want a place to relax and read (for free), the reading room is a good stop on a lazy afternoon. The reading room also has a computer room with a handful of terminals that Sims can use gratis. Here, Sims can browse the net, chat, look for work, or do all of the other things possible to do on a computer in the privacy of one's home.



Read for free in the Wright Reading Room and save some Simoleons.



When you're just starting out, save Simoleons on a computer by using one of the free stations at the reading room.

Riverview Gymnasium



Exercise is key to both health and happiness. Some Sims—such as those involved in the Professional Sports

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

career—will want to stop at the gym regularly for a workout. If you are just starting out in Riverview, the gym should be a standard stop because all of the equipment is free. The gym also has a swimming pool.



Riverview's gym is a bit smaller than Sunset Valley's facility, but no less popular. The gym is typically filled with patrons (except during odd hours of the night) to socialize with. If your Sim is interested in fitness, the gym is a good place to find a like-minded partner.



The pool is a great workout—and it's free to use!

TIP

If your Sims need to take care of personal hygiene, regardless of whether or not a workout is involved, they can stop by the Riverview Gymnasium and grab a quick shower.

Octagon House: Historical Museum and Art Gallery



The Octagon House is a rustic museum dedicated to the humble roots of Riverview. Instead of modern art or fanciful sculpture, this gallery hosts traditional paintings and antiques. It's very different in look and feel from the art museum in Sunset Valley.



Touring this facility is absolutely free, and if your Sim likes art, it provides a good mood boost. (But if your Sim has zero interest in art, visiting the Octagon House can be something of a downer.) While walking around the antiques, you are likely to bump into other Sims who enjoy art. That's a great way to make a special connection.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Truelong Community School



Interactions

- Attend Painting Class (§400)
- Go to School (teens and children)

School-age children in Riverview will get to know Truelong Community School quite well—it's where they must report every weekday for their classes. In addition to educating all the younger Sims of Riverview, Truelong is where Sims who want to explore the fascinating world of painting should go. The Painting class here costs just §400, and once it has been taken, Sims will have a leg up on that skill's development cycle. Now, head home and pursue that passion to the fullest!

Old Town Cemetery



Interactions

- Get Part-Time Job
- Tour Mausoleum
- Explore Catacombs

The cemetery of Riverview is where Sims gather to mourn those who have been lost to the sands of time—or to enjoy a really good scare. The cemetery in Riverview (like Sunset Valley) has a huge mausoleum that can be explored. Some Sims love dashing into the darkness, but those without backbones of steel get the willies in the catacombs below Riverview and emerge worse for wear.

NOTE

If you are truly interested in ghosts, then look for a haunted lot in Riverview. If you move into a haunted lot (you get notice after purchasing), you will soon find your Sims in the company of spectral Riverview residents.

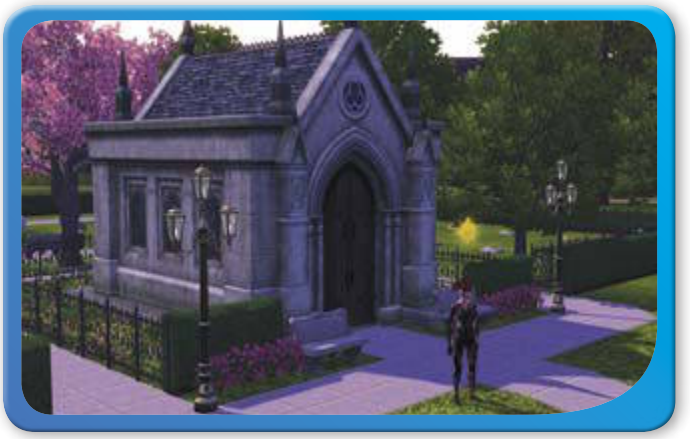


Come to the cemetery to mourn lost loved ones.

NOTE

The cemetery in Riverview could use a clerk, so look into a part-time gig here to bank some extra Simoleons.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Exploring the catacombs below the cemetery can result in a pretty potent freak-out. Shower off the funk of forty-thousand years before hanging out with any other Sims.

"All the Rave" Warehouse



This small warehouse sits in the shadow of the County Care General Hospital. It looks like an inauspicious structure—a giant room with a second-story balcony and tons of crates. But that's not the full view. This warehouse makes a perfect nighttime party spot. When throwing shindigs, designate this warehouse as the gathering place. Glowsticks and pacifiers not included.

Pools, Parks, and Fishing Spots

Riverview has several parks and a community pool as well as a fish hatchery. These spots are great for socializing, but also for enjoying the outdoors, which can give some Sims great mood boosts. Look for objects at some of these locations that can also be used to improve moods, such as stereo equipment at the Gazebo and drink bars at the Water Hole.

River Front Swim Club



The River Front Swim Club is a community pool open to all residents of Riverview. The pool is indoors. At peak hours, this place can get packed, which also makes it a pretty good place to be social. Between laps, why not hop out of the pool and chat up the locals? Who knows? Maybe your Sim looks better in a swimsuit than you think and will catch the eye of a single Sim on the prowl.

CAUTION

Be mindful that families visit here, too. Sims who dislike kids can get pretty bent out of shape when kids pile into the pool.

The Gazebo



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

The Gazebo is an open-air building on the other side of the island from City Hall in the center of Riverview. The building comes equipped with Benches, plenty of places to visit with other Sims, and a stereo system that can turn the joint into party central. There are outdoor chess tables here, too, for Sims who want to brush up on their chess playing as well as build up their Logic skills.

TIP

play guitar for tips now? Set them up at the Gazebo on a sunny afternoon and they'll get some good bank from all of the foot traffic that passes near or through the Gazebo.

Plaza Park & Four Bridges Park



The Plaza Park and Four Bridges Park are long strips of parkland that lead up to the front steps of City Hall. These are the central parks in Riverview, so on a gorgeous day, expect to see a lot of Sims using them for socializing or just taking a nice afternoon stroll. Be sure to visit these parks if you have a Sim who Loves the Outdoors, because they'll get a real kick out of just hanging out in the Plaza Park and soaking up some rays and the green glow of the beautiful trees and bushes.

The Water Hole Juice Bar



The Water Hole Juice Bar isn't so much a park as a community lot where multiple Sims can get together and socialize with drinks and music. The community location offers plenty of places to sit, and is also equipped with stereo equipment for music (or a private midday workout when nobody is looking) and several bars where your Sim can whip up some tasty bevs for other Sims. Talk about an exquisite ice-breaker. If your Sim is throwing a party, this is a good place to get it started.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Riverwalk Park



The Riverwalk Park is a small park near the center of town that overlooks the river, making it a good spot to unwind as well as fish. If your Sim is practicing angling abilities, cast a line in the water just across the road from the trees and benches.

Azalea Acres Community Garden



In Sunset Valley, you typically needed your own lot to practice your Gardening skill. However, Riverview has a community garden where multiple Sims can come and polish their green thumbs. This community spot is also a nice place to socialize with other Sims. Because they are at the community garden, there's a good chance you have something in common. Simple bonds like this are great starts to friendships—and maybe more.



There are many types of harvestables at the community garden at first, such as lettuce, peppers, and tomatoes.

Dogwood Playland



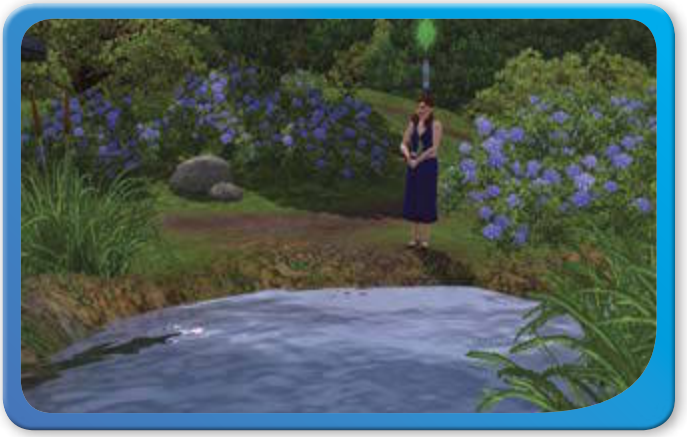
Does your Sim have kids but not play equipment at home? Do your Sims like to be outdoors? Then shuffle them over to Dogwood Playland, a kid-friendly outdoor park that has a swing set and play structure. There are several toys on the lot, too, which children and toddlers love to play with. There is a bathroom at the play park, so if a child (or adult) has to go potty, facilities are handy.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Lost Willow Park



Lost Willow Park, located on the outskirts of Riverview, is a wonderful place to escape from the city or an intense career and just unwind. Here, you can just enjoy the view of the trees and pond, drop a line in the water and fish, or grill up a meal under the sun (or stars). This facility also has a fire pit with several chairs so Sims can gather around it and socialize. (And get positive warmth-related moodlets.) There is also a bathroom on-site so Sims do not need to hurry home to take care of business. And if your Sims are feeling a little icky, there's a sink where they can wash up or brush their teeth.



The pond at Lost Willow Park is a good place to practice your fishing skill.

Riverview Fish Hatchery



Interactions

- Fish

Riverview is not a coastal town like Sunset Valley, which was graced with some beautiful beaches, so Riverview residents who want to fish must visit the river, the pond at Lost Willow Park, or the Riverview Fish Hatchery (where you can find saltwater fish). The hatchery is stocked with several kinds of fish. Fishing is a great way to relax, plus you can earn some money on the side. Depending on your Sim's Fishing skill, they can reel in all sorts of fish from the hatchery, which can be sold at the market or used as fertilizer for growing harvestables.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

FISHING

Fish	Skill Level Required	Commonality	Locations Found	Preferred Bait	Minimum weight	Maximum weight	Value at min weight	Value at max weight	Skill Points for Catching
Minnow	0	Common	River, Hatchery	Apple	0.1	0.5	5	11	120
Anchovy	0	Common	Hatchery	Tomato	0.1	0.5	5	11	120
Goldfish	1	Common	River	Lettuce	0.1	2	6	16	132
Alley Catfish	1	Uncommon	River, Hatchery	Cheese	0.1	5	6	20	132
Jellyfish	2	Common	Hatchery	Grapes	0.1	10	8	19	140
Rainbow Trout	2	Common	River	Egg	1	10	9	18	140
Red Herring	3	Common	River, Hatchery	Hot Dog	1	10	5	5	160
Tuna	3	Common	Hatchery	Onion	2	40	11	25	160
Piranha	4	Uncommon	River	Watermelon	5	15	14	30	185
Tragic Clownfish	4	Uncommon	River, Hatchery	Bell Pepper	5	40	13	32	185
Siamese Catfish	5	Common	River, Hatchery	Minnow	3	25	14	41	220
Blowfish	5	Uncommon	Hatchery	Potato	5	40	13	47	220
Salmon	6	Common	Hatchery	Lime	10	50	14	45	255
Black Goldfish	6	Common	River	Goldfish	5	25	16	49	255
Shark	7	Uncommon	River, Hatchery	Red Herring	1	150	7	70	295
Swordfish	7	Common	Hatchery	Anchovy	20	60	17	60	295
Angelfish	8	Uncommon	River, Hatchery	Alley Catfish	2	60	21	85	340
Vampire Fish	8	Rare	River next to Cemetery, Science Facility	Garlic	25	80	55	225	1,000
Robot Fish	9	Rare	River next to Science Facility	Piranha	250	1,000	50	275	1,000
Lobster	9	Common	River, Hatchery	Tuna	5	50	25	120	400
Deathfish	10	Rare	River next to Cemetery	Angelfish	20	80	200	1,000	1,500

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Places to Go Collecting

As in Sunset Valley, there are tons of objects to collect in Riverview either to sell for profit or to decorate your house with. In fact, you can enjoy a pretty steady income if you are a skilled collector and know exactly where to look for the rarest objects, such as special butterflies or precious stones.



Always check out SimHenge on the outskirts of Riverview to find some fun collectibles.

TIP

The Collection Helper Lifetime Reward makes it super easy to spot valuable collectables. With this reward, your Map View marks the locations of collectables. If you plan to be a serious collector, consider obtaining this reward.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Insects

Two types of insects flutter and scurry around Riverview: butterflies and beetles. Both of these bugs can be sold to the Soil and Water Research Facility for some easy Simoleons or used to decorate your own lot. You may not exactly want a crawly little thing in a terrarium around your house, but having beautiful butterflies and rare beetles on the lot increases the environment bonus.



Butterflies Spawned

1. Moth
2. Monarch
3. Monarch, Red Admiral, Mission Blue
4. Monarch, Zephyr Metalmark, Green Swallowtail
5. Zephyr Metalmark, Red Admiral, Green Swallowtail, Royal Purple Butterfly
6. Zephyr Metalmark, Mission Blue, Silver-Spotted Skipper
7. Red Admiral, Mission Blue, Green Swallowtail, Royal Purple Butterfly, Silver-Spotted Skipper, Zebra Butterfly
8. Zephyr Metalmark, Red Admiral, Royal Purple Butterfly, Silver-Spotted Skipper, Zebra Butterfly, Rainbow Butterfly
9. Moth, Monarch, Zephyr Metalmark, Red Admiral, Mission Blue, Green Swallowtail, Royal Purple Butterfly, Silver-Spotted Skipper, Zebra Butterfly, Rainbow Butterfly
10. Silver-Spotted Skipper
11. Zebra Butterfly
12. Rainbow Butterfly

Butterflies

See that color floating in the air near the trees or around the river? That's a butterfly. Sims can collect these insects for fun or profit. Just click on a butterfly and choose to capture it—the Sim will do the rest. Once the butterfly is nestled gently in your Sim's personal inventory, you can either sell it or take it home and place it a terrarium just by moving it onto a flat surface.

BUTTERFLIES

Butterfly	Rarity	Base Value
Moth	Common	5
Monarch	Common	10
Zephyr Metalmark	Common	25
Red Admiral	Common	35
Mission Blue	Uncommon	50
Green Swallowtail	Uncommon	90
Royal Purple Butterfly	Uncommon	150
Silver-Spotted Skipper	Rare	325
Zebra Butterfly	Rare	650
Rainbow Butterfly	Extraordinarily Rare	1,080

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Beetles

Beetles Spawned

1. Cockroach
2. Ladybug
3. Japanese Beetle
4. Water Beetle
5. Light Beetle
6. Rhino Beetle
7. Japanese Beetle, Stag Beetle
8. Ladybug, Spotted Beetle
9. Water Beetle, Trilobite
10. Light Beetle, Rainbow Beetle
11. Cockroach, Ladybug, Japanese Beetle, Water Beetle, Rhino Beetle, Stag Beetle, Spotted Beetle, Trilobite, Rainbow Beetle





Beetles scamper along the ground in Riverview, always underfoot. When you see a little beetle moving around, stop and pick it up. These bugs are not nuisances—they are potential gold mines. Sell beetles to the science facility for Simoleons, but be sure to keep a few for your lot because they actually pretty up the house and can help your Sims get moodlet boosts for good decor.

BEETLES

Beetle	Rarity	Base Value
Ladybug	Common	10
Cockroach	Common	1
Japanese	Common	15
Water	Common	30
Light	Uncommon	40
Rhino	Uncommon	90
Stag	Uncommon	175
Spotted	Rare	400
Trilobite	Rare	750
Rainbow	Extraordinarily Rare	1,400

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Gems, Metals, and Rocks

Riverview was built on top of some potent mineral deposits. Citizens have reported finding gold ore and precious stones just lying on the ground. Explore the city with an eye for minerals and ores and scoop up whatever you see. However, raw ore or an uncut stone is not the ideal way to sell or display your treasures. You must send them away for smelting or cutting to make them beautiful and valuable. After the ore or gem has been processed, you can sell it or decide to keep it in your house.

Gems



That's no ordinary rock your Sim just stepped over. Pick it up and you'll see that inside the stone is a precious gem just waiting to be chipped free and cut into a beautiful heirloom. Use your mailbox to ship the gem off to a professional cutter. In a few days, you receive the finished stone and a quote for its value. Then it's up to you. Do you take the Simoleons or display the gem in the house?





Gems Spawned

1. Blue Topaz
2. Blue Topaz, Emerald, Yellow Sapphire, Diamond
3. Smoky Quartz, Ruby, Yellow Sapphire, Tanzanite
4. Blue Topaz, Smoky Quartz, Diamond, Rainbow Gem
5. Emerald, Ruby, Yellow Sapphire, Tanzanite, Rainbow Gem
6. Yellow Sapphire, Tanzanite, Diamond, Luminorious Gem
7. Ruby, Tanzanite, Diamond, Pink Diamond

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

GEMS

Gem	Min. Weight	Max. Weight	Value of Min. Weight	Value of Max. Weight
Blue Topaz	1	105	9	21
Smoky Quartz	1	105	15	25
Emerald	1	105	20	30
Ruby	1	105	25	35
Yellow Sapphire	1	105	35	60
Tanzanite	1	105	65	95
Diamond	1	105	100	200
Rainbow Gem	1	105	450	700
Luminorious Gem	1	105	150	350
Pink Diamond	1	105	1,200	1,650

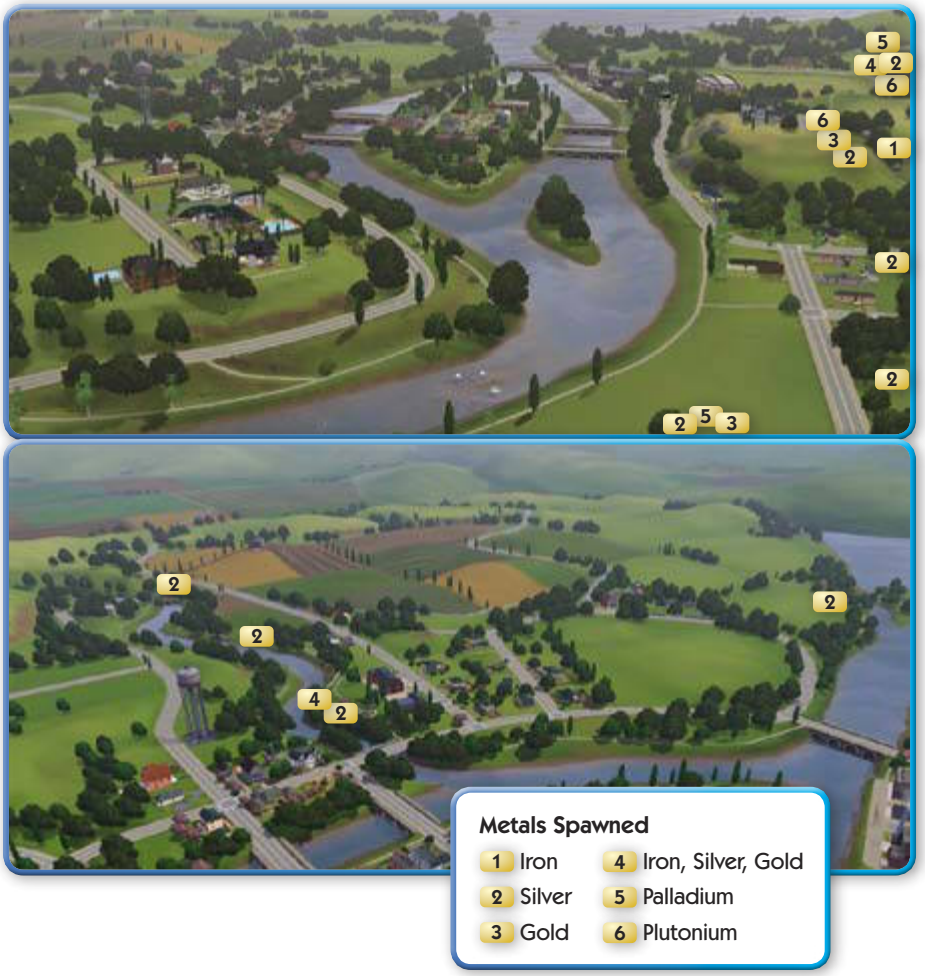
GEM CUTS

Gem Cut	Available After # Cuts	Value Multiplier	Cost of Cut
Emerald	0	1.25	10
Oval	4	1.5	20
Pear	8	1.75	35
Plumbbob	16	2	50
Marquis	30	2.3	75
Crystalball	45	2.6	100
Brilliant	60	3.5	250
Heart	Collect 10 different types of gems	5	1,000

NOTE

The Heart Cut is available after finding all gem types.

Metals



There are many types of ore in Riverview, from Silver to Palladium. These precious metals must be smelted to make them presentable, so once you pocket one, ship it off and wait until you get an ingot back in the mail. (The smelting cost is §40.) The ingots can then be sold for an impressive 75 percent mark-up over the original ore value, or stacked inside your house.

METALS

Metal Ore	Min. Weight	Max. Weight	Value of Min. Weight	Value of Max. Weight
Iron	1	52	7	20
Silver	1	52	25	35
Gold	1	52	40	120
Palladium	80	300	300	500
Plutonium	0.1	5	1,000	1,800

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Meteorites

Over millennia, rocks from deep space have smashed to the ground. These meteorites are extremely valuable—but also quite rare. They come in many sizes, but the huge meteorites (some are as big as a small car!) are worth the most Simoleons. You can sell them for easy cash or use them on your lot for decoration.





Sims sometimes emerge from the catacombs below the cemetery with meteorites.

Meteorites Spawned

1. Small Space Rock
2. Large Space Rock
3. Small Space Rock, Large Space Rock
4. Small Space Rock, Large Space Rock, Huge Space Rock

TIP

Don't discount the environmental boost of a giant meteorite in your living room. Sims find them pleasing to the eye.

METEORITES

Meteorite	Min. Weight	Max. Weight	Value of Min. Weight	Value of Max. Weight
Small	1	65	10	30
Large	100	1,050	50	200
Huge	50,000	1,001,000	2,000	4,500

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Moving into Riverview

When you move into Riverview, you can create a brand-new household of your own design—or you can move into a pre-made house on a groomed lot. And if you're feeling a little adventurous, try out a whole new life with one of Riverview's many in-progress households such as the Perkins or the Deans.

Furnished & Empty Lots

Furnished houses can be purchased either empty or completely furnished. Furnished homes are more expensive than unfurnished homes, which puts a lot of them out of range of first-time buyers.

Empty Lots



Lot	Address	Lot Size	Price in Simoleons
A	15 Hidden Grove Ln.	40 x 30	2,400
B	25 Hidden Grove Ln.	30 x 30	1,800
C	35 Hidden Grove Ln.	20 x 30	1,200
D	45 Hidden Grove Ln.	30 x 40	2,400
E	10 Hidden Grove Ln.	30 x 40	2,400
F	20 Hidden Grove Ln.	30 x 30	1,800
G	30 Hidden Grove Ln.	40 x 30	2,400
H	275 Cotton Branch Dr.	20 x 29	1,200

Lot	Address	Lot Size	Price in Simoleons
I	250 Cotton Branch Dr.	30 x 30	1,800
J	225 Cotton Branch Dr.	40 x 30	2,400
K	451 Riverview Rd.	20 x 30	1,200
P	303 Cypress Ln.	19 x 29	1,200
Q	750 Old Farm Rd.	30 x 39	2,400
R	1060 Dogwood Ln.	30 x 40	2,400
S	1067 Dogwood Ln.	30 x 40	2,400
T	1047 Dogwood Ln.	29 x 40	2,400

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Lot	Address	Lot Size	Price in Simoleons
L	345 Riverblossom Hills Dr.	59 x 59	14,700
M	200 Ely Rd.	40 x 30	2,400
N	150 Ely Rd.	20 x 30	1,200
O	100 Ely Rd.	20 x 30	1,200
U	467 Farmer Valley Rd.	60 x 60	7,200
V	647 Farmer Valley Rd.	39 x 39	3,200

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Furnished Lots





Marker	Property Name	# of Bedrooms, Bathrooms	Unfurnished Price in Simoleons	Furnished Price in Simoleons	Street Name	Size
A	Budget Home	1br, 1ba	9,440	12,531	2 Ely Court	20 x 30
B	Low Water	1br, 1ba	13,989	17,791	50 Ely Road	20 x 30
C	Tish Cottage	2br, 1ba	11,262	15,974	27 Lost Willow Road	20 x 30
D	DogPatch	2br, 1ba	12,054	15,394	207 Cotton Branch Drive	30 x 30
E	Pomeranian Hybrid	1br, 1ba	14,910	16,135	1040 Dogwood Lane	40 x 29
F	Teacup Chihuahua	1br, 1ba	14,370	15,772	1010 Dogwood Lane	29 x 29

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Budget Home



DogPatch



Low Water



Pomeranian Hybrid



Tish Cottage



Teacup Chihuahua

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Pre-Made Households

You can slip into many established households in Riverview and see if you can guide these Sims to their life dreams. The different households in Riverview have all sorts of wishes, from ridding houses of ghosts to sorting through promising suitors.



Marker	Household	Marker	Household
A	Perkins	H	Dean
B	Crosby	I	Newbie
C	Broke	J	Carpenter-Rhodes (Parents)
D	Caspian	M	Wilson
E	Breckenridge	N	Lessen
F	Ivanov	O	Shallow
G	Jones	P	Grisby

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Marker	Household
K	Shelley
L	Carpenter-Rhodes (Children)
Q	Cottoneye
R	Lin
S	Grandpas
T	Spenster
U	Joy

Marker	Household
V	Cantina
W	Simovitch
X	Lobos
Y	Lothario
Z	McDermott
AA	Bagley

Perkins Family



Skunk Haven



Difficulty: 1
Budget: §200

Scenario: Life has never been easy for Lucky, but he has always found a way to get by (sometimes he found it in other people's homes). Will he lose his luck now that he's found a little place to call his own?

House Name: Skunk Haven
Address: 600 Ely Road
Lot Size: 30 x 30
Rooms: 1br, 1ba

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Crosby Family



Single Wide



Difficulty: 2
Budget: §300

Scenario: It's never been clear why the Crosbys married because they are different in so many ways. Will Riverview be a place in which they can find a way to be happy? Or will they go their separate ways?

House Name: Single Wide
Address: 3 Ely Court
Lot Size: 30 x 20
Rooms: 1br, 1ba

Broke Family



Family Compound



Difficulty: 5
Budget: §600

Scenario: When Flo and Flat met in high school, sparks flew. Life has never been easy but as long as they are together they find a way to have fun. When Flat's brother Buck showed up with two kids and no wife they just invited him to move in. The more the merrier.

House Name: Family Compound
Address: 49 Ely Road
Lot Size: 40 x 40
Rooms: 5br, 3ba

Caspian Family



Roughhewn



Difficulty: 1
Budget: §1,300

Scenario: Billy was thrilled when found the acclaimed artist, Hank Ferdinand living in Riverview. Hank was more than willing to mentor Billy, before he recently disappeared. But did Billy actually learn anything?

House Name: Roughhewn
Address: 45 Lost Willow Road
Lot Size: 40 x 40
Rooms: 1br, 1ba

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Breckenridge Family



Garage Apartment



Difficulty: 1
Budget: §1,600

Scenario: Hal is quite the man about town. He's a love 'em and leave 'em kind of guy. Is there anyone in Riverview who can capture his heart?

House Name: Garage Apartment
Address: 17 Lost Willow Road
Lot Size: 30 x 20
Rooms: 1br, 1ba

Ivanov Family



Caravanique



Difficulty: 5
Budget: §700

Scenario: Grandma Kaminski and her family have been wandering around for years. When her daughter married Yuri Ivanov and had two children, she suggested they try to find a place to settle down. Will Riverview keep their interest for long?

House Name: Caravanique
Address: 13 Lost Willow Road
Lot Size: 30 x 20
Rooms: 4br, 1ba

Jones Family



Remington's Ruse



Difficulty: 2
Budget: §2,000

Scenario: When the Jones family inherited the Remington Estate from Hannah's cousins, they imagined enjoying the beautiful vista and the quaint little town. They didn't imagine that they would be seeing specters! Can they find a way to restore the restless ghosts?

House Name: Remington's Ruse
Address: 1 Remington Point
Lot Size: 40 x 40
Rooms: 3br, 4ba

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Dean Family



Station Number One



Difficulty: 1
Budget: §1,200

Scenario: After his mother's tragic death, George Dean devoted his life to helping others. He lives in an abandoned firehouse to remind him of his dream of being the guy who can save the day.

House Name: Station Number One
Address: 2 Bridge Parkway
Lot Size: 30 x 20
Rooms: 1br, 1.5ba

Newbie Family



Camera Moderne



Difficulty: 3
Budget: §2,000

Scenario: They may be new in town, but they feel like they've found the place they were destined to live. Will their son stay and make his life in Riverview? Or will he find somewhere more... pleasant?

House Name: Camera Moderne
Address: 509 Farmer Valley Road
Lot Size: 40 x 40
Rooms: 2br, 1ba

Carpenter-Rhodes Family



Aquarius Rising



Difficulty: 2
Budget: §2,400

Scenario: Hope and Buzz have lived happily together for what seems like forever. They've worked hard to make an honest living and instill good morals in their daughter, if only she would come and visit every once in a while.

House Name: Aquarius Rising
Address: 518 Pumpkin Drive
Lot Size: 60 x 60
Rooms: 2br, 1.5ba

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Shelley Family



Cherry Blossom House



Difficulty: 1
Budget: §2,500

Scenario: Constance Shelley loves books. She's not really interested in a social life or romance, and she hopes Riverview is a place where she can find some tranquility.

House Name: Cherry Blossom House
Address: 24 Long Island Drive
Lot Size: 30 x 20
Rooms: 1br, 1ba

Carpenter-Rhodes Family



Gardenia Grove



Difficulty: 1
Budget: §1,200

Scenario: Following in her mother's footsteps, Meadow has taken the caring of plants to a whole new level. Will she ever find room in her heart to let the seeds of love take root?

House Name: Gardenia Grove
Address: 50 Long Island Drive
Lot Size: 30 x 20
Rooms: 1br, 1ba

Wilson Family



TideWater



Difficulty: 1
Budget: §9,000

Scenario: County Care General Hospital recruited Jebidiah Wilson and he was happy to join the community. If only he would take some time away from work to meet the people in town he might find a friend or two.

House Name: TideWater
Address: 360 Riverblossom Hills Drive
Lot Size: 40 x 40
Rooms: 1br, 1.5ba

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Lessen Family



Rocker's Retreat



Difficulty: 1
Budget: §10,000

Scenario: Jon Lessen worried that his guitar playing just wouldn't be as good after his mentor, Destry Dixon died. To make amends for the time he didn't give the old man during life he moved Destry's remains into his guest house. Will he be able to keep Destry's music alive?

House Name: Rocker's Retreat
Address: 340 Riverblossom Hills Drive
Lot Size: 60 x 60
Rooms: 2br, 3ba

Shallow Family



Terra Bella

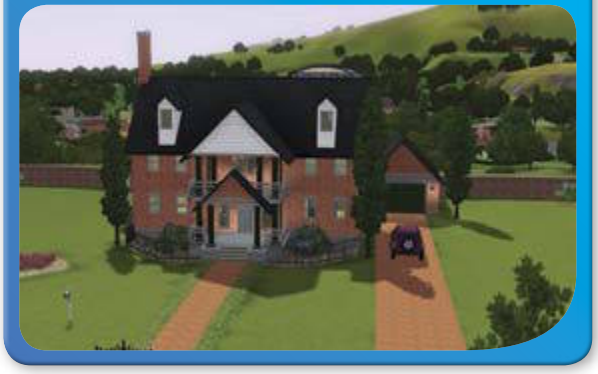


Difficulty: 4
Budget: §10,000

Scenario: It isn't love that keeps the Shallow family living under one roof. They don't even like each other. So what is it that holds this family together?

House Name: Terra Bella
Address: 320 Riverblossom Hills Drive
Lot Size: 60 x 60
Rooms: 4br, 3.5ba

Grisby Family



Rivers End



Difficulty: 3
Budget: §2,000

Scenario: Walter and Yvette know that beauty is in the eye of the beholder. They love each other for who they truly are. Will their daughter find someone who can see her inner beauty as well?

House Name: Rivers End
Address: 300 Riverblossom Hills Drive
Lot Size: 64 x 64
Rooms: 2br, 2.5ba

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Cottoneye Family



Subpar Bunker



Difficulty: 1
Budget: §2,000

Scenario: Some people just do not play well with others. Hunter Cottoneye is one of them. He's fine with that. He would just as soon start a fight with you as he would shake your hand.

House Name: Subpar Bunker
Address: 2 Cotton Branch Drive
Lot Size: 60 x 60
Rooms: 1br, 1ba

Lin Family



The Split



Difficulty: 2
Budget: §3,000

Scenario: Roxie Lin is a wild child and her sister, Shirley, is just the opposite. The only thing they have in common is stubbornness. When they moved into their parents' old house, they couldn't decide on the décor so they divvied it up and defied traditional design.

House Name: The Split
Address: 223 Cotton Branch Drive
Lot Size: 40 x 30
Rooms: 2br, 3.5ba

Grandpas Family



Porch Place



Difficulty: 2
Budget: §5,000

Scenario: When Bennie Dean's wife died he couldn't adjust to living alone so he asked his good friends Henry and Melvin to move in and share expenses. But are they too old and set in their ways to get along?

House Name: Porch Place
Address: 500 Riverview Road
Lot Size: 40 x 30
Rooms: 3br, 2ba

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Spenster Family



The Old Spenster Place



Difficulty: 2
Budget: §5,000

Scenario: The Spenster sisters do not suffer the company of fools. They were raised to take care of themselves and they've done very well, thank you. But there are some interesting new neighbors in town. Will they welcome them with open arms?

House Name: The Old Spenster Place
Address: 550 Riverview Road
Lot Size: 40 x 30
Rooms: 3br, 2ba

Joy Family



The Homestead



Difficulty: 2
Budget: §2,000

Scenario: Norman Joy and his wife wanted their daughter to grow up on home grown food and family values. When his wife died, Norman did his best to provide for Elaine. Will she follow her parent's dreams or break away and make a life of her own?

House Name: The Homestead
Address: 291 Cypress Lane
Lot Size: 40 x 40
Rooms: 2br, 1ba

Cantina Family



Toy Dachshund



Difficulty: 1
Budget: §1,200

Scenario: Lorraine has always been committed to public service. Will she be able to meet and greet enough of the Riverview community to be elected mayor?

House Name: Toy Dachshund
Address: 1010 Cypress Lane
Lot Size: 30 x 20
Rooms: 1br, 1.5ba

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Simovitch Family



Champion Lhaso Apso



Difficulty: 3
Budget: §3,000

Scenario: In an attempt to recapture her own lost youth, Fatima has been grooming her daughter Betty to pursue a career in music. Vadim loves them both but tries not to interfere. He prefers to just tune out to the TV.

House Name: Champion Lhaso Apso
Address: 1019 Dogwood Lane
Lot Size: 40 x 30
Rooms: 2br, 2ba

Lobos Family



Labrador Purebred



Difficulty: 3
Budget: §4,000

Scenario: The Lobos family needed a fresh start. Will Riverview be the place they can create the solid family life that they want for their twins?

House Name: Labrador Purebred
Address: 1033 Dogwood Lane
Lot Size: 40 x 30
Rooms: 2br, 3ba

Lothario Family



The Granery



Difficulty: 1
Budget: §2,000

Scenario: Don woke up one morning in a whole new world. He remembers stepping on to a teleporter, several women laughing, then nothing until he found himself here...

House Name: The Granery
Address: 100 Bounty Drive
Lot Size: 20 x 30
Rooms: 3br, 1.5ba

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

McDermott Family



Fertile Fields



Difficulty: 3
Budget: §1,500

Scenario: The McDermotts have a way with plants. They've been growing their own food for generations but they do try to keep up with the times. Their two young sons spend hours at the river catching fish. Will they carry on the family traditions?

House Name: Fertile Fields
Address: 180 Bounty Drive
Lot Size: 60 x 60
Rooms: 3br, 1.5ba

Bagley Family



Darrow Meadows



Difficulty: 2
Budget: §9,000

Scenario: The Bagley family business is just a wee bit on the wild side. Rhoda is following in her mother's footsteps but Sherman seems to want a different path to travel.

House Name: Darrow Meadows
Address: 680 Old Farm Road
Lot Size: 60 x 60
Rooms: 3br, 2ba

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Simology

Skills

Sims love to learn—they are just waiting for a little nudge from you. Sims can pick and eventually master a variety of skills, from writing to gardening to learning how to play the guitar. Learning a skill is a good way to shape a Sim's personality, especially if aligned with a specific trait, such as the Gardening skill and the Green Thumb trait. Skills are also a great way for Sims who do not want traditional career to make money and contribute to the household. Some skills can also be treated as part-time jobs, like growing harvestables in the garden or working on a novel during off hours. Skills also contribute to a Sim's mood in many positive ways.

Development

Any Sim can learn any skill. All it takes is a time commitment and a drive to be the best. Sure, some traits help a Sim learn. The Bookworm trait lets Sims read faster, which helps speed the process of learning from books. But in general, any skill can be learned as long as the Sim works at it.



There are ways to speed skill development though, and some skills actually help out with the development of other skills. Skills such fishing and gardening are intertwined because the fish caught while practicing the Fishing skill can fertilize harvestables that boost your Gardening skill. Quality fish caught with higher Fishing skill also boost the quality of recipes cooked while practicing the Cooking skill.

Speed skill development so you can learn more skills and make your Sim well-rounded. Use these tips to maximize time spend developing skills:

- Some skills can be first learned by reading a book or taking a class, which gives you a full level boost. Learn the first few levels of a skill by doing. When the levels are getting harder to attain, attend a class or pick up a book. You will reduce the time required to reach that next level.
- Use public equipment whenever possible to save money. The Athletic skill, for example, is improved by using gym equipment. You can buy gym objects, but why not head to the 28 Hour Wellness Gym and use their stuff for free? While there, you can also meet other Sims and begin socializing.
- Sims learn a little faster when they are in a good mood, so do things that give Sims positive moodlets before and while trying to master a skill. For example, learning the Logic skill by playing chess at the park can give your Sim the Comfy and Beautiful Park moodlets.
- Buy the Fast Learner Lifetime Reward. Sims with this reward learn skills faster than other Sims.
- Cheap equipment can slow skill development. At first you may only be able to afford a cheap stove, for example. But when you can afford it, trade up. Your Sim will learn a little faster.



The local library stocks skill development books. Pop inside and check the shelves closest to the front doors.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Skill Journal

Sims don't start out with any skills. When a skill is first learned, it is added to the Skill panel, and an entry in the Sim's Skill Journal tracks the development of the skill. The journal charts more than current skill level, though. Skills that produce tangibles, such as Writing or Painting, have each created work logged in the journal. Other journal entries track time spent doing various activities. The Athletic page of the Skill Journal, for example, tracks the amount of time a Sim has spent on exercise.

The Skill Journal also details skill challenges, which are specific titles bestowed on a Sim if they manage to complete a set of requirements. Sims who complete a skill challenge are rewarded with a special benefit. A Sim who repairs a specific number of electrical objects earns the Electrician challenge title and is never electrocuted again. The journal takes the guesswork out of each challenge because the requirements are expressly detailed.

TIP

Use the Skill Journal to track your progress and complete the challenges. The journal is full of excellent information that will help you shape each Sim's story.

EARLY START



Toddlers cannot develop skills quite like grown Sims, but playing with toys gives them a head start. When a toddler starts playing with the toy xylophone, the Skill meter appears. What's going on? The toddler is getting a hidden skill boost to the Guitar skill. Now, if that Sim picks up the guitar as a teen or beyond, they will be extra talented.

Athletic



Want to feel the burn? Develop the Athletic skill to positively affect your Sim's health in a variety of ways, from body shape to longevity. There are two types of exercise: strength and cardio. Using the weights improves muscle definition, while cardio drops pounds.

Acquire by: Take Athletic Class, Use Exercise Equipment, Swim, Workout with TV, Workout with Stereo

Development tools: Shut-In Treadmill, Exercise Queen, Pool, TV, Stereo

Available Ages: Teen, Young Adult, Adult, Elder

Development Benefits

Developing the Athletic skill is essential for the Professional Sports career, but is also useful for the Law Enforcement career. If Sims want to excel at work, they must hone this skill on home equipment, at the gym or pool, or on the machines at the stadium. Sims can also exercise at home with the TV or a stereo, but the workout is not as effective as one with dedicated equipment. The higher the Sim's skill, the longer they can exercise without earning the Fatigued moodlet.

Here are the benefits of developing the Athletic skill:

Level 1: As soon as Sims hit the first level of this skill, they can choose to jog to locations as exercise.

Level 3: Sims can earn the Pumped moodlet from extended workouts once they reach level 3.

Level 5: Once Sims reach level 5 of the development ladder, they can use "Push Self" while exercising to really go for it.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Level 6: At level 6, athletic Sims learn the Train interaction, which lets them help other Sims improve their Athletic skill. It requires an exercise machine. When another Sim is getting trained by a level 6 athlete, the exercising Sim loses weight and gains Athletic skill faster than if they were exercising alone.

TIP



Use the free equipment at the gyms to save some money when you first move into Sunset Valley or Riverview.

NOTE

Athletic Sims are more likely to win fights, so if you have a real sporty Sim on your lot, Burglars beware!



As the Athletic skill is developed, Sims earn new "tones" for workouts. These special tones modify a workout, which can lead to earning or avoiding certain moodlets.

The Don't Break a Sweat tone is good for minimizing the amount of Hygiene decay so the Grungy moodlet doesn't kick in as soon. Use these tones to get the best possible workout for the current situation:

Don't Break a Sweat (Level 1): Bad Hygiene is a real problem with extended workouts. Use this tone to work out without a heavy Hygiene decay.

Good Pacing (Level 3): Good Pacing lets you increase the length of a workout before the Fatigued moodlet takes effect.

Push Self (Level 5): Use Push Self to increase the speed of building muscle, dropping pounds, and gaining skill. However, after Push Self is used, Sims wake up with the Sore moodlet.

Quick Burst (Level 7): Quick Burst allows your Sim to get a lot of body shape change and skill much faster than usual, but the Sim gets fatigued and sore much more quickly as well. Working out with other tones until fatigued will always yield more skill and body shape change than working out until fatigued using Quick Burst, but Quick Burst gives you faster skill gains.

CAUTION

Use Quick Burst to push your Sim into the next level of the skill, but hit the showers before engaging in any social activity or going to bed. Quick Burst increases the Hygiene decay.

TIP

Push Self induces the Sore moodlet, but a massage dispels the negative moodlet.



Work out with the TV at home to improve your Athletic skill.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Skill Challenges

- **Body Builder:** Body Builders have dedicated at least 60 hours to strength workouts. This dedication pays off, because they are never fatigued after strength workouts.
- **Marathon Runner:** Marathon Runners must run at least 500 kilometers before they earn this title. However, accomplishing this incredible feat guarantees them a longer, healthier life.
- **Fitness Nut:** Fitness Nuts have spent 75 hours focusing on cardio workouts. All that time experiencing the burn means they are no longer fatigued after cardio workouts.

NOTE

Earning the Body Builder title prevents Sims from getting fatigued during a strength workout

Charisma



Everybody knows someone who can breeze into a room, seamlessly enter any conversation, and suddenly become the focus point of attention. The key to such feats is charisma. This skill is essential for Sims who want to effectively socialize. Tuning this skill unlocks new social interactions that simplify befriending other Sims and developing meaningful relationships.

NOTE

If you enjoy socializing with other Sims, make sure to develop this skill.

Acquire by: Take Charisma Class, Read Charisma Manual, Practice Speech in a Mirror

Development tools: Books, Socials, Mirror, Parties

Available ages: Teen, Young Adult, Adult, Elder

Development Benefits

Enhancing the Charisma skill opens exciting new avenues of conversation as well as a special social that guarantees a smooth recovery from any conversational snafus. However, developing the skill requires more than just taking a class and then practicing your charismatic moves with a book or by talking into the mirror. It requires making friends and maintaining relationship during the course of the skill development. Each level of the skill requires a specific number of friends and relationships. Without these connections, you cannot advance up the skill tree, no matter how long your practice that wolfish grin in the mirror.

Here are the number of friends and relationships required to develop the Charisma skill:

CHARISMA – DEVELOPMENT

Level	Required Friends	Required Relationships
1	0	0
2	0	2
3	1	3
4	2	4
5	3	6
6	4	8
7	5	10
8	6	15
9	8	20
10	10	25

NOTE

Those relationships must be non-familial. Your mother's *supposed* to love you.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

TIP

Sims who develop the Charisma skill increase the effectiveness of social interactions at work, such as Meet Co-Workers or Suck Up to Boss.

Whenever you use a positive social, the Charisma skill gets a little boost.



Practice your Charisma skill by working on your speech in the mirror.

Charismatic Sims get additional greetings that start a conversation right, such as Amusing Introduction and Friendly Introduction. These greets are more potent than regular greets. As the skill develops, more greet modifiers appear that increase the social weight of the greeting and can steer the conversation. Here are the modified greetings with each advancing level:

CHARISMA – GREETINGS

Level	Greet Modifier	Type of Greet
1	Friendly	Friendly
2	Amusing	Funny
3	Interesting	Impressive
4	Flirty	Romantic
5	Affectionate	Romantic
6	Funny	Funny
7	Impressive	Impressive
8	Hilarious	Funny
9	Loving	Romantic
10	Hot	Romantic

TIP

If you ever want to truly manipulate a conversation, boost the Charisma skill. Greeting modifiers get you much closer to the desired outcome of any social interaction.

Two special socials unlock as you develop the Charisma skill. Once you reach a specific level, you learn these new socials:

Charming Introduction (Level 1): Sometimes, introductions are the toughest part of the conversation. Sims with high Charisma levels become more adept at introductions, as seen by the modified greets. Once charismatic Sims reach level 10, their Charming Introduction rockets them into Friend status right away.

Smooth Recovery (Level 5): Oops. You said the wrong thing. If you have the Smooth Recovery social, you can try to revive the conversation. If may not always work, but as the skill nears level 10, the chance of success increases.

TIP

The Charisma skill is helpful for Mooches and Sims in the Political career.

Skill Challenges

- **Celebrity:** Celebrities are Acquaintances with at least 25 local Sims. Celebrities build relationships faster due to a hefty starting relationship bonus.
- **Personable:** Personable Sims have learned at least 50 traits of their friends and neighbors. They learn traits more quickly when conversing with new people.
- **Super Friendly:** Super Friendly Sims can honestly say they have at least 20 friends. It seems like an impossibly large number of relationships to juggle, but for Super Friendly Sims, friendships never decay.
- **Everybody's Best Friend:** To be Everybody's Best Friend, have at least 10 Best Friends. Your Friends skip Good Friend and jump immediately to Best Friends.
- **Comedian:** Comedians have successfully told 100 jokes, which amounts to quite a few laughs. Jokes told by Comedians rarely fall flat.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Cooking



Save for using the bathroom and sleeping, no activity is more crucial to a Sim than eating. Food is a central part of every Sim's life, so having a Sim around who can actually cook is a boon to everybody's mood. However, very few Sims are awesome in the kitchen right away—even those with the Natural Cook trait. Cooking must be practiced. It's hard work, but it has great rewards. Very few things offer a pick-me-up quite like a good meal.

Acquire by: Class, Prepare Meals, Read Cookbook

Development tools: Books, Meal Preparation Interactions, Foodstuffs, Recipes

Available Ages: Teen, Young Adult, Adult, Elder

NOTE

Children can only get snacks out of the fridge. They cannot cook.

Development Benefits

Sims must eat to survive. At first, Sims have access to just a handful of recipes, but can also just grab quick meals out of the fridge. Quick meals have zero prep time, are eaten quickly, and reduce hunger. However, quick meals and snacks do not help develop the Cooking skill, nor can they be served to groups of Sims like a full meal.

TIP

Ditch the cheap stove as soon as possible so you stop getting the Uneven Cooking moodlet.

The shortcomings of quick meals make developing the Cooking skill so important. Not every member of a household needs to excel at the skill, but a general acquaintance with it is very useful. Prepared meals build the Cooking skill while being made, can serve groups of Sims, and if made well, can improve mood.

CAUTION

Prepared meals are not without risk. An under-developed Cooking skill or a brand-new recipe can result in icky food that actually causes moods to temporarily drop.

TIP

The quality of your kitchen appliances also affects the development of the Cooking skill. Cooking on a cheap stove takes longer than on a good stove.

Quality of Food



As the Sim develops the skill, the food they make improves. The more recipes learned also improves the variety of dishes served, which has a positive effect on every Sim who eats them. When a Sim first tries to cook a recipe, there is a good chance they will fail and create

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

a disgusting version of the dish. It is still edible, but it hits Sims with a negative moodlet. The more the dish is cooked and the level of the Cooking skill increase the recipe's quality. Eventually, a dish the Sims once botched will provide great happiness for Sims, inspiring moodlets like Good Meal and Amazing Meal.

TIP

Recipes that use harvestables grown by a Sim with the Gardening skill also use the quality of the harvest to determine the quality of the meal. The better quality the harvestable, the better the meal.

CAUTION

Poorly made food can also disgust other Sims. Bad food smells, but Foul or Putrid food results in the Nauseous moodlet.

BROWNIE BITES

Here's a little something that will make your Cooking career all the more beneficial to household happiness: recipe repetition. There is no downside to making the same meal over and over. There is no negative moodlet called "Hot Dogs Again?!?"

Now, the more you make a specific recipe, the better you get at it. This sub-skill is not tracked anywhere you can see, but it is indeed tracked. Some recipes are bound to cause culinary delight in Sims, like lobster. But if you make waffles repeatedly, one day you'll make waffles so perfect that Sims will get the same mood boost out of them as a gourmet food like lobster.

Recipes Learned

Two types of recipes are opened by developing the Cooking skill: learned recipes and acquired recipes. Acquired recipes are purchased in the bookstore, but cannot be opened until the skill reaches a specific level. The learned recipes are those automatically gifted when the Sim reaches a specific cooking level.

LEARNED RECIPES

Recipe Name	Level Required
Autumn Salad	0
Waffles	0
Mac and Cheese	0
Pancakes	1
Peanut Butter and Jelly	1
Hot Dogs	1
Goopy Carbonara	2
Grilled Cheese	2
Spgahetti	4
Sushi Roll	4
Stu Surprise	5
Hamburger	6
Key Lime Pie	7
Grilled Salmon	8
French Toast	9
Dim Sum	9
Lobster Thermador	10

ACQUIRED RECIPES

Recipe Name	Level Required
Ratatouille	1
Fish and Chips	3
Cookies	3
Fruit Parfait	4
Cheesesteak	5
Cobbler	6
Eggs Machiavellian	7
Tri-Tip Steak	8
Stuffed Turkey	9
Baked Angel Food Cake	10
Ambrosia	10

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

NOTE

All recipes are tracked in the Cooking Skill Journal, including the number of times each recipes has been made.

TIP

If there is a Vegetarian Sim in the household, it's good to learn one or two recipes that don't use meat. Feeding meat to Vegetarian Sims makes them sick.

You cannot make any recipe at any time of day, Sims have particular tastes for meals at certain times of the day. They want pancakes for breakfast, salad for lunch, and meat or pasta for dinner. Here are the meal times:

3 AM-10 AM: Breakfast

9 AM-3 PM on Weekends: Brunch

12 PM-5 PM: Lunch

5 PM-3 AM: Dinner

Anytime: Dessert

TIP

At level 10 of the Cooking skill, you can learn the coveted Ambrosia recipe. This special recipe requires Life Fruit and Deathfish. If Ambrosia was made properly, eating it will extend your Sim's life a little during the current age.

The Costs of Cooking



Quick meals and snacks are free so that no Sim goes hungry. However, making prepared meals actually costs Simoleons. If Sims have the required ingredients in the fridge, no cost appears next to a recipe when selected from the interaction with the refrigerator. If a recipe requires ingredients not in the fridge, then the cost of the needed ingredients is displayed next to the dish in the menu. Selecting that dish automatically deducts the required funds from the household account. There is no need to drop everything and run for EverFresh. You also won't need to start spending money right away, because fridges come with a few basic ingredients.

Skill Challenges

- **Star Chef:** Star Chefs have prepared at least 50 meals, so they clearly know their way around the kitchen. The dishes they prepare are higher quality and thus more pleasing.
- **World-Class Chef:** World-Class Chefs have prepared at least 75 dishes and are masters of the kitchen. World-Class Chefs prepare meals significantly faster.
- **Menu Maven:** Menu Mavens have learned to prepare all recipes. Recipes are earned by improving the Cooking skill and can be purchased at the bookstore. Menu Mavens prepare higher quality food.

Fishing



The waters around Sunset Valley and Riverview ripple with life. Thousands of fish swim through the blue, hoping for a nice bit of food to drop. What's that pointy thing sticking out of the snack? Who cares, let's grab this grub...

The Fishing skill is good for three things: keeping food on the table, earning money, and relaxing. Sims with the Angler trait have a head start on other Sims who pick up

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

a rod-and-reel, but any Sims can take a class to advance the Fishing skill or just plop a bobber in the water and start learning through experience.

Acquire by: Take Fishing Class, Fishing

Development tools: No tools needed

Available ages: Child, Teen, Young Adult, Adult, Elder

Development Benefits

The Fishing skill begins by taking a class or just going out to a body of water and using the Fish interaction. Once the Fishing skill is underway, the skill increases through continued fishing. Just having a hook under the surface is enough to develop the skill, but this is a slow way to learn. The skill actually gets a bump when you catch a fish. And the bigger the fish, the bigger the skill bump.

Tip

Certain traits in addition to Angler affect the Fishing skill. Loves the Outdoors Sims get great moodlets from just being outside and fishing. Hates Outdoors or Clumsy dampen the ability to catch fish. If a Sim has these traits, perhaps they should pick up the guitar instead of the rod.

When a fish is hoisted out of the water, the Sim holds it up and the weight of the fish is automatically logged in the Skill Journal. If it's a new type of fish, that is also noted.

Once the Sim reaches level 3 with the Fishing skill, they can choose the Bait interaction at the water's edge to use a specific type of bait while fishing. Bait is essential if a Sim hopes to catch more than just the basic fish in the water, such as the Goldfish. Gaining levels also unlocks the ability to catch certain fish. However, just unlocking a type of fish does not guarantee actually catching it.

Using any bait slightly increases the chance of catching all fish. It also drastically increases the chance of catching the fish that loves that specific bait type.



Higher quality bait (nice, perfect, etc.) will tend to catch bigger fish, but only for fish that specifically like that bait. So use perfect bait to catch the biggest fish.

You can also use bait to catch fish that are somewhat higher level than your Sim's Fishing skill. Sims can catch fish up to 3 levels higher than their skill by using the right bait, although it will be harder to catch those fish until the Sim is higher skill.

Each fish has one favorite type of bait, and you should use that bait to catch that fish. Learn what that bait is by experimenting with different types of bait or by reading bait books purchased from the bookstore.

Bait is not enough though. Certain fish exist only in certain locations, so you have to find where a fish lurks before you can catch it. Use the Inspect Water interaction to get an idea of the types of fish in the water. Inspect will show only those fish that your Sim is high enough level to catch.

DEATHFISH



Deathfish are the rarest and most valuable fish. They're found only in the graveyard, and only between 12 AM and 5 AM. They are very hard to catch, so your Sim should be level 10 Fishing skill and use their favorite food, Angelfish, as bait.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

What to Do with Fish

Okay, so you caught some fish. Now what? There are six things you can do with fish: eat, sell, use it as bait, use it as fertilizer for your garden, keep it as a pet, or send it away through the mail to be mounted and later hung on the wall. Eating the fish is the most natural. Just place the fish in the refrigerator to keep it fresh. Fishing Sims can make quite a bit of cash selling "sea kittens" to the EverFresh market. Fish can be used as bait to catch other fish, too.



Place fish around your house for nice environmental boosts.

Fish also make good pets, especially if keeping fish is related to a Lifetime Wish. Buy the Shrinkomatic Bowl from Buy Mode and place them around the house to store caught fish by left-clicking on the bowl and choosing Stock. Pay attention to them—fish in bowls must be fed regularly. A dead fish left unattended starts to stink, which results in the Disgusted moodlet.

Fish have environmental bonuses, too. The rarer and larger the fish, the more it contributes to the room's decor. Keep nice, rare fish in bowls to get the Nicely Decorated moodlet.

Skill Challenges

- **Amateur Ichthyologist:** Amateur Ichthyologists have caught at least one of every fish type. Their deep understanding of marine life helps them catch the bigger fish.
- **Commercial Fisherman:** Commercial Fisherman have caught at least 350 fish. They catch more fish in less time than normal Sims.

Gardening



Gardening is a great skill for Green Thumb Sims, Sims who want to cook, and Sims who like the outdoors. This skill tree lets you turn a backyard into a harvestable-growing paradise. But gardening is a lot of work and takes time to master.

TIP

The Gardening skill is a great way to make extra money on the side.

Acquire by: Take Gardening Class, Read Gardening Book, Plant Seed, Gardening

Development tools: Gardening Books, Seeds

Available ages: Teen, Young Adult, Adult, Elder

Development Benefits

Learn the Gardening skill by taking a class, reading a Gardening book, or by gardening with low-level plants like tomatoes, grapes, lettuce, and apples, which can be planted with no skill. You can also plant a seed and cultivate it to start developing the skill. Once the skill has been acquired, Sims can choose the Plant interaction from seeds and other harvestables in their personal inventories. Once a seed has been planted, Sims can water it. As they continue leveling, they unlock two more critical interactions: Weed and Fertilize.

NOTE

One clever thing you can do with a growing harvestable is talk to it. Talk to Plant is available if a Sim has the Green Thumb trait... or the Insane trait.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

TIP

Sims can also View growing plants. If a Sim has the Loves the Outdoors trait, they will get a positive mood boost for standing outside and enjoying the fresh air while admiring the garden.



Here are the unlockable interactions or specials for the development of the Gardening skill:

Weed (Level 2): Once the Weed interaction is unlocked, Sims can pull up choking weeds before they damage a harvestable. The higher the skill level, the less time it takes to clear weeds around a plant.

Fertilize (Level 3): Fertilizing is key to growing the best harvestables. No one fertilizer is better for a particular plant. The quality of the fertilizer is what affects the potential growth of the harvestable.

Uncommon Seeds (Level 5): Once the Sim reaches this level, they can plant uncommon seeds.

Revive Plant (Level 5): If a Sim has the Green Thumb trait, this interaction is unlocked at level 5. A dying plant can be rescued with a pretty high success rate by using this interaction on it.

Rare Seeds (Level 7): Once the Sim reaches this level, they can plant rare seeds.

Special Plants (Levels 8, 9, and 10): At level 8, you get the first of three special gardening opportunities from the chef at the bistro. There is one opportunity per level: 8, 9, and 10. Once all three have been completed, the Sim receives Omni Plant seeds and the ability to plant them.

CAUTION

Do not use the Deathfish for fertilizer. It will kill your plant!

NOTE

What's an Omni Plant? Imagine a plant that grows into whatever you feed it. Give the Omni Plant a book and the Omni Plant will soon blossom great texts.

TIP

Grow garlic and watermelon for simple cash crops. Just keep planting the highest quality of these harvestables and churn that garden until it becomes a money machine.

The better care you give a plant and the higher your Gardening skill level, the better quality fruit a plant produces. Plants range from horrifying to perfect, just like prepared recipes from the Cooking skill. Better quality harvestables, are worth more when sold. Some gardening opportunities require plants of specific qualities, too. Nurturing excellent harvestables is the best way to advance this skill.

NOTE

To pick produce from a plant or tree, choose the Harvest interaction when left-clicking on the plant. It's that easy.

TIP

Dead plant clogging up your home garden? Use Dispose to dig it up and get rid of it, clearing room for a new start.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

To raise the best harvestables, you must show no mercy with your plants. Keep growing as many as you can and Dispose of the lowest quality ones, so you keep breeding higher quality harvestables. Combine this tactic with raising your skill level to keep growing better harvestables. Using quality harvestables in your cooking improves the quality of recipes, which in turn gives out better meal-related moodlets.

NOTE



Be sure to visit the Azalea Acres Community Garden in Riverview to pick up harvestables you can use for launching the gardening skill.

TIP



Watering takes time. Install a sprinkler to water an entire area at once. If you can, get a Sims with the Handiness skill to upgrade the sprinkler so it auto-waters. Then you can completely put watering out of your mind.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Seeds

Sims need seeds to grow harvestables. Not all seeds are easy to grow into successful plants, though. Sims must level up the Gardening skill to plant all types of seeds: common, uncommon, and rare.

Many seeds can just be bought from EverFresh, such as grape or tomato. Just buy the fruit and then plant it. However, Sims can also find seeds by exploring Sunset Valley and Riverview. Every morning, there are new seeds in new locations, so look around daily to see what's on the ground. The farther away from houses and commerce buildings Sims look, the more likely they are to find uncommon and rare seeds. Seeds are unknown when found. To discover what the seed will grow, it must be planted and nurtured. Once you grow a harvestable from a found seed, you recognize that seed in the wild.

TIP

There are a few amazing trees and plants out there, including the coveted Money Tree. The Money Tree gives off Simoleons if it is properly cared for, but it's a high-maintenance plant.



Money Tree

CAUTION

If you do not take good care of the Money Tree, it will explode into bills that must be paid!



Life Fruit



Death Blossom



Flame Fruit

TIP

Grow the Flame Fruit and then keep one in your pocket to enjoy the Warmed moodlet wherever you go.

Once you have unlocked it, you can order more Omni Plant seeds through the mailbox.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Sunset Valley Seed Locations



Riverview Seed Locations





Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Fertilizer

There are many different types of fertilizer to use on your plants to help them grow into high-quality harvestables. Here's a full list of the best fertilizers:

FERTILIZERS

Ingredient	Effectiveness	Fish	Effectiveness
Cheese	1	Anchovy	1
Burger Patty	1	Goldfish	1
Egg	1	Alley Catfish	1
Lettuce	1	Rainbow Trout	2
Tomato	1	Minnow	3
Onion	1	Jellyfish	3
Potato	1	Tuna	3
Apple	1	Salmon	4
Lime	1	Black Goldfish	4
Grapes	1	Swordfish	4
Watermelon	2	Red Herring	5
Steak	3	Tragic Clownfish	5
Bell Pepper	3	Siamese Catfish	5
Garlic	3	Piranha	5
Flame Fruit	3	Blowfish	5
Life Fruit	4	Shark	6
		Lobster	6
		Angelfish	7
		Vampire Fish	7

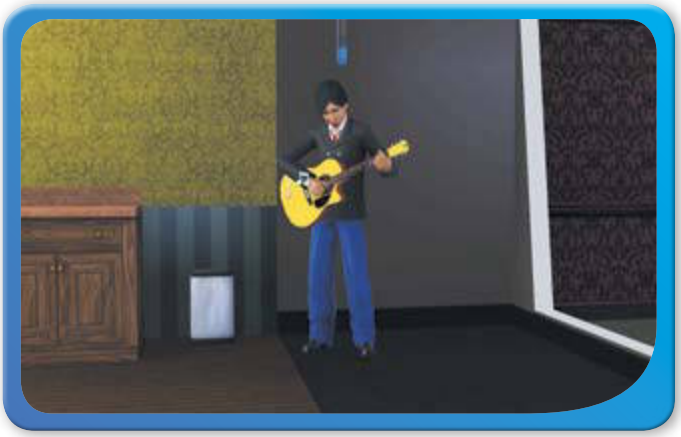
TIP

You can also use fish that you reel in as cheap, free fertilizer to really get your garden growing.

Skill Challenges

- **Master Planter:** A Master Planter must plant every type of plant available. Once you have mastered the varieties, you can reduce weed growth significantly on future plants.
- **Botanical Boss:** Botanical Bosses must harvest at least 75 perfect fruits and vegetables. The plants of Botanical Bosses almost never die from neglect.
- **Master Farmer:** Master Farmers have harvested at least 650 fruits and vegetables. The plants of Master Farmers remain watered and fertilized longer, meaning their gardens are more efficient.

Guitar



Who doesn't love the gift of music? A smooth jam lilting on a summer's breeze brings joy to all who hear it. So why not become the source of such aural pleasures by picking up the guitar and developing this skill. The Guitar skill can be enjoyed by any Sim, not just those who have embarked on the music career.

Acquire by: Take Guitar Class, Play Guitar

Development tools: Guitar

Available ages: Teen, Young Adult, Adult, Elder

Development Benefits

To get started on the Guitar skill, start strumming on the guitar or visit the Wilsonoff Community Theatre and enroll in the guitar class. Your Sim now has the ability to strum a few bars on a six string. To advance this skill, though, you really need to pick up a guitar for the Sim's household. The guitar can slide into the Sim's personal inventory, though, so they can take it to the park or the beach. The guitar is a great ice-breaker. When you play in a communal

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

location, Sims around you stop and listen. Even if you mess up and play a song poorly, you still start off on the right foot with Sims who were listening. Use socials on them quickly before the boost fades.

Once Sims know how to play, they only have a few available compositions. Only by leveling up the skill does the Sim learn more music and eventually reach a point where they can buy sheet music from the bookstore and really play some impressive tunes. As the skill improves, the Sim gets better at playing music and makes fewer mistakes. Here's the level progression of the Guitar skill:

Level 1–4: Sim learns at least two basic practice-level songs per level.

Level 5: Sim earns three new songs—real songs that other Sims enjoy listening to.

Level 6–10: Sim learns at least one new song per level and performs it without fail.

Level 5 is particularly important to this skill. At this level, the Sim stops just noodling around with the Play interaction and moves up to the Perform interaction. Other Sims get the Enjoying Music moodlet if around a performing Sim. Level 5 Sims can also Serenade other Sims, which is a romantic social that can aid a romantic conversation following the song's conclusion.



Guitar-playing Sims can also Play for Tips in public locations. This is not the most lucrative activity, but it does add some extra change to the household bank account. The higher your skill, the more you make in tips. To really make money with this skill, practice hard and be sure to socialize around Sunset Valley and Riverview. Soon, you will receive opportunities to play at parties or venues. That's where the real money is.

TIP

You earn Guitar skill while playing for tips.

At high levels, the Enjoying Music moodlet given by being near a great guitar player is worth extra: +40.

NOTE

The guitar is a fundamental object to use at parties. A Sim with a developed Guitar skill can really make a party work so everybody has a good time and you get great LTR boosts.

Sheet Music

You can buy sheet music from the bookstore or earn it from opportunities and give it to your Sim to practice. To learn from sheet music, left-click on the music from the Sim's personal inventory and select the Learn interaction. The Sim starts playing the song and when the meter is full, the Sim knows the song by heart and can perform it.

SHEET MUSIC

Sheet Music	Level Required
Yes Ma'am, I Do	5
Flamenco Fever	6
A Perfect Moment	7
Improvise Here and Now	8
Dream Escape	9

CAUTION

Sheet music cannot be shared among Sims. Once sheet music is learned, it disappears.

Skill Challenges

- **Master Guitarist:** Master Guitarists learn to play every song awarded to them and available for purchase at the bookstore. After learning so many songs, they receive a special master track!
- **Guitar Star:** Guitar Stars must play at 10 parties and venues in the town to earn their title. Afterward, they earn more money for tips and performances.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

- **Money Maker:** Earn §5,000 playing the guitar to earn a new master track to perform. Money can be earned through tips or by completing opportunities.

Handiness



Stuff breaks. But when it does, it's usually inconvenient. Sims with the Handiness skill are suddenly valuable folks to have around. The Handiness skill is good for repairing broken objects, and can even ensure against future calamity.

Acquire by: Take Handiness Class, Read Handiness Book, Try to Repair an Object

Development tools: Handiness Skill Books, Tinkering with Objects, Repairing an Object, Upgrading an Object

Available ages: Teen, Young Adult, Adult, Elder

Development Benefits

Once the Handiness skill has been acquired via a course or a book, Sims can further develop it at home by either Tinkering with objects or attempting to Repair a broken object, such as a stove, stereo, dishwasher, or toilet. Any mechanical or electric object has the potential to break after every use. When an electrical object breaks, it typically smokes or sparks. A broken toilet is clogged and refuses to flush. When this happens, the Repair interaction becomes available.



This is the risk of trying to fix an electrical object when you have not developed this skill.

When the Repair option is selected, a handy Sim will start working on the object. Depending on the level of the Handiness skill, the Sim risks getting electrocuted by the object. This causes the Singed moodlet, which drops the overall mood. (Remove this moodlet with a bath or shower.) The higher the Handiness skill, the less chance the Sim will be shocked while repairing the object. Fortunately, one of the skill challenges (Electrician) can make a Sim invulnerable to electrocution.

A repaired object is not back to 100 percent. Once an object breaks, it has started its steady downhill slide. The chance of a repaired object breaking again goes up. The more it breaks and is repaired, the higher the chance of repeat breaks until the object finally goes absolutely kaput and must be replaced.

TIP

If you're lucky, insurance will kick in a few Simoleons to cover the costs of replacing an object destroyed by fire.

Handiness does not make money directly, but it can save a lot in the long run.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Upgrading



Once the Handiness skill reaches level 3, the Sim learns the Upgrade interaction. Upgrading lets a Sim add a new effect or function to an existing object. This is not a universal interaction once learned. Subsequent levels after earning the Upgrade interaction unlock extra upgrades the handy Sim can install.

TIP

Use the Boost Channels upgrade so your cheap television gets more channels. Channels that help with certain skills are not available on all televisions.

Upgrades can provide many benefits, from making an object unbreakable or self cleaning or fireproof to strictly improving it, for instance the stereo's speakers can be improved to produce a bigger Enjoying Music moodlet.

Here is a list of objects that can be upgraded, the function of the upgrade, and the level required to perform the upgrade:

UPGRADING

Level	Object	Upgrade	Failure Effect
3	Inexpensive Shower	Prevents ever getting Cold Shower moodlet	Causes puddle that must be mopped
3	Dishwasher	Silences noisy dishwashers that disturb other Sims	Dishwasher just makes louder noises while running
3	Doorbell	Change doorbell to a pleasing sound	Doorbell makes awful noise
3	Stereo	Increase area of effect	Electrocution
3	Window	Improves insulation which lowers bills	None
4	Stove	Make stove fireproof so it never catches fire	Stove catches fire and burns up
4	Coffeemaker	Add timer function so coffee is ready in morning	Electrocution
6	Trash Compactor	Improve capacity	Electrocution
6	Shower	Improve water pressure to cause the Exhilarated moodlet	Causes puddle that must be mopped
7	Gas Fireplace	Fireplace starts when Sim enters room	Fire breaks out in fireplace
7	Stove	Improves food quality	None
8	Stereo	Increase mood gain of Enjoying Music	Electrocution
8	Stereo	Wire House with Speakers so music plays in all rooms	Electrocution
8	Computer	Improves graphics to make games more fun for Sims	Electrocution
9	Grandfather Clock	Increase value of clock	Decrease resale value of clock
6 through 10	Television	Unlock extra channels. Higher the skill, the more channels unlocked.	Electrocution

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

CAUTION

Each object can only have one upgrade at a time, so choose wisely.

At level 3, a Sim can add a self-cleaning upgrade (Self Cleaning) to objects that get dirty, such as the stove or refrigerator. At level 6 of the skill, Sims can upgrade any mechanical/electrical object so that it is unbreakable with the Unbreakable upgrade. This upgrade takes time, but doing so helps develop the skill. Success with these upgrades is not guaranteed. If the upgrade fails (there's a small chance of this happening) then the object is either broken beyond repair or gets dirty and must be cleaned.

Finally, at level 10, the Sim gets a reward certificate. Build Mode objects are then 25 percent off.

TIP

Install the Wire House with Speakers upgrade on the stereo so you can play music for every Sim in the house and give all the Enjoying Music moodlet. Be warned, though: this upgrage will affect all rooms in the house, and can wake any sleeping Sims.

Skill Challenges

- **Electrician:** Electricians have repaired at least 10 electrical objects. The experience gained means they will never be electrocuted by an electrical object again.
- **Plumber:** Plumbers have repaired at least 10 plumbing objects. They are so good at repairs that plumbing objects repaired by them never break again.
- **Tinkerer:** Tinkerers have finished at least 10 unique upgrades on household items. Installing the "Unbreakable" upgrade on multiple objects only counts as one unique upgrade, so it helps to experiment with different upgrade options! Tinkerers never fail when upgrading objects.

Logic



Intelligence is always a treasured asset, so pursue the Logic skill to improve your Sim's brainpower. The Logic skill involves the use of the telescope and chess set objects, but also gives Sims additional computer interactions.

Acquire by: Take Logic Class, Read Logic Book, Play Chess, Use Telescope

Development tools: Chess Set, Telescope, Logic Books, Computer

Development Benefits

The development of the Logic skill starts with attending the logic class at the Landgraab Industries Science Facility in Sunset Valley and the Soil and Research Center in Riverview, playing chess at a chess board (at home or in a public location), reading a logic-related book, or using a telescope. Needless to say, this skill has many benefits beyond the ability to win chess matches.

As this skill is developed, it shortens the time it takes to develop other skills, with the exception of Athletic and Charisma. Teen and child Sims also get a homework speed boost as this skill is developed. The higher the level, the faster homework is completed. (This is a tremendous benefit with grades.) This skill also increases the chance of winning all varieties of games. Winning games gives Sims a mood boost.

A good measuring stick for the chance a logic Sim will beat another Sim is to compare Logic skill ranks. A Sim with level 5 will likely beat one at level 4—but upsets can occur.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



At level 3 of the Logic skill, Sims have a new interaction with the telescope. They can now do more than just Stargaze, they can Search Galaxy. This is another money-making opportunity for Sims, as every new celestial body found earns them a little extra cash from the science facility. New finds are logged in the Skill Journal, too. When a Sim finds a new object in the heavens, they can name it.

TIP

Playing chess against other Sims not only increases the Logic skill, but it also gives LTR a little boost.

Want to really impress somebody? Name a star after them.

At level 5, Sims unlock the ability to Tutor other young Sims: children and teens. Tutoring not only develops the Logic skill, but it helps the student and can provide a mood bump. Tutored Sims always do better in school, so if a child suffers from lagging grades, interacting with a Sim skilled in Logic is a great remedy. If the mentored student has the Logic skill, too, they develop the skill while being tutored, but at a slower pace.

TIP

There is a "hidden" Chess skill. Like other skills, the more you play chess, the better you get at it. You will soon start winning more and more games.

At level 5 Logic skill, Sims can start talking about the things they find while using the telescope. Talking about a celestial object is a friendly social that improves the building relationship between two Sims. However, for a real social bump, tell a Sim that you named a celestial object after them. This instant relationship builder helps with making over new friends or developing a romantic relationship.

At level 10 Logic skill, the Sim can tutor any other Sim from teen to elder in any of the skills with the exception of Athletic and Charisma. (They can also tutor children in Fishing, Logic, Painting, and Writing.) The catch is that the logic Sim must also have the skill they are teaching and they cannot teach past their current level. For example, if Catherine has level 5 Writing skill, she cannot tutor Chris past level 5. This development process is much faster than reading a skill-related book but not as fast as actually practicing the skill.

Skill Challenges

- **Grand Master:** Chess Grand Masters have reached the coveted fifth level of the competitive chess circuit. Those who engage Grand Masters in chess improve their abilities in Logic and Chess twice as quickly.
- **Celestial Explorer:** Celestial Explorers have discovered 20 celestial bodies through their telescope. Their extensive knowledge of the heavens allows them to discuss the stars with their friends and neighbors.
- **Teacher Extraordinaire:** Teachers Extraordinaire have spent at least 20 hours tutoring other Sims. Because of this, they are much more effective when tutoring others.
- **Skill Professor:** Skill Professors have spent at least 30 hours tutoring other Sims in skills. Because of this, they are much more effective when teaching skills to others.

Painting



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

One of the hardest skills to develop, painting is also one of the most rewarding. Watch in wonder as Sims create works of art before your very eyes, working from inspiration they gathered from themselves or your own input. Like writing, this is a personalized skill that requires a lot of direction from you. But once this skill is mastered, it's not only satisfying, but very lucrative. Great paintings can sell for a pretty penny.

Acquire by: Take Painting Class, Practice at Easel

Development tools: Easel

Available Ages: Children, Teen, Young Adult, Adult, Elder

Development Benefits

The painting skill is actually fairly easy to acquire, but it is not exactly cheap. You must either pay for a painting class at the community school or spring for an easel. With an easel, use the Practice interaction on the easel to pick up a brush and just mess around. After a considerable amount of time, the skill is acquired. Once level 1 of the painting skill has been acquired, though, the development path is pretty clear: practice, practice, practice.

You can choose the size of the canvas you want the Sim to practice on. The smaller the canvas, the faster the painting is completed. The size of the canvas also factors into the price a painting fetches, but more on that in a moment. The Practice interaction disappears when there is a canvas on the easel—then you can only continue practicing unless you chose to Scrap the Painting and start all over with a new one.



Once a Painting is completed, a Sim can either Sell it and earn a few Simoleons, or Take it and then pull it out of personal inventory to hang on a wall.

At level 4 of the skill, Paint replaces Practice as the interaction with the easel. However, Sims can still earn money from the paintings they create, even while practicing. Once the Sims reaches level 6, they have a chance at creating a Brilliant Painting, which is worth extra Simoleons. At level 9, painters earn the chance to create a Masterpiece, which is worth significantly more Simoleons. Both Brilliant and Masterpiece paintings add environment bonuses to a room, thus increasing the chance of earning one of the Decorated moodlets.

Value

The value of a painting is determined by several factors. The canvas size partially determines the value, as does the number of paintings a Sim has produced. Brilliant or Masterpiece paintings get massive value boosts, too. There is a degree of randomness in a painting's value. One somewhat morbid factor greatly enhances a painting's value: death. If the painter is deceased, the painting's appreciation accelerates.

Tip

At skill level 5, a Sim's paintings increase in value over time. Keep checking the painting to see its current appreciation.

Brownie Bites



This is a little sinister, but it's a great trick. If you have an elder Sim in the house, make them a painter. Concentrate on that skill. Make them painting factories. Get them to produce as many quality works as possible before they die. Then, once they do pass, all of their paintings are worth more!

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Painting from Inspirations



In addition to the chances of painting Brilliant paintings or Masterpieces during the development of the skill, painters also unlock a handful of interactions that deal directly with the inspiration of a painting. Here are the interactions and their corresponding skill levels:

Paint Still-Life (Level 5): When this interaction is chosen, you can select the subject for painting like taking a photo with the cellphone. Move the frame around to choose the subject and then click to direct the Sim to start painting it.

Paint Stylized Still-Life (Level 6): This interaction works similar to Paint Still-Life, but the Sim will now add an artistic touch to it.

Paint Portrait (Level 7): This interaction directs the painter to create the portrait of a Sim on the lot. The painting frame zeroes in on the Sim subject and you can manipulate it to decide the angle. The subject will walk over and stand near the painter, holding the pose until the subject is properly captured and painting can begin. Portraits take longer to finish than Still-Life paintings.

Paint from Memory (Level 8): Use the cellphone to "Memorize Scene" somewhere in Sunset Valley or Riverview. The Sims can then Paint from Memory.

Here are some examples of different paintings and different painting styles:



Skill Challenges

- **Brushmaster:** Brushmasters have painted at least 35 paintings, and as a result paint much faster than normal painters.
- **Proficient Painter:** Proficient Painters have proven their worth by painting at least six Brilliant paintings. They then paint far more Brilliant paintings and Masterpieces than less proficient painters.
- **Master Painter:** Master Painters have painted at least five masterpieces. Every painting they sell is worth much more than the work of normal artists.

Writing



Writing is another personalized skill that is deeply involving but also rewarding. Sims who learn the Writing skill unlock a world of possibilities when they sit down to the computer. Naturally, the Bookworm Sim has a jump on this skill thanks to the relevant trait. But any Sim with time and dedication can become a bestselling author.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Acquire by: Attend Writing Class, Practice Writing at Computer

Development tools: Computer

Available Ages: Child, Teen, Young Adult, Adult, Elder

Development Benefits

As soon as a Sim sits at a computer, they can practice writing with the Practice Writing interaction. This is a good way to develop the skill to level 1. No novels come out of this, though. Once the sill is at level 2, Sims can start working on their novels. Choose the "Start [genre] Novel" option to begin a work in one of the genres you have unlocked.

NOTE

When you first start a novel, you get to name it. If you complete the novel, you may see it on the shelves of the library!

Various novel genres are unlocked as the skill is further developed. The higher the genre in the skill tree, the more it is worth when published. Here are the genres, the levels required to unlock them, and the reactions they can cause it their readers:

NOVEL GENRES UNLOCKED BY WRITING

Genre	# of Books Required
Genre	# of Books Required
Fantasy	Write 3 Sci-Fi novels
Satire	Write 3 humor novels
Autobiography	Write 3 biographies
Vaudeville	Write 3 of each: drama, sci-fi, humor, mysery, romance

NOVEL GENRES UNLOCKED BY SKILL LEVEL

Genre	Level
Fiction	0
Non-Fiction	0
Science Fiction	1
Trashy Novel	2
Drama	3
Childrens Book	3
Humor	5
Historical (Elders only)	6
Mystery	8
Romance	10
Masterpiece	10 (Unlocked after writing 20 novels)

TIP

Good Sense of Humor Sims can write humor books at level 2. Hopeless Romantics can write romances at level 5. And to write a children's book, Sims must have level 6 of the painting skill.

CAUTION

You can only work on one novel at a time. If you want to start a new novel in a newly unlocked genre, you must scrap the current novel.

Royalties

While a Sim writes a novel, they regularly submit chapters to an agent and get a small stipend. It's enough to live on, but nothing extravagant. Once a novel has been completed, though, the royalties start rolling in. When the novel is finished, the Sim is immediately told if the book is good or not and if it is a success. The amount of royalties is listed, as well as how the amount will be paid out. (Typically, royalties are paid over the course of several weeks with lump sums dropped into the household account at a specific time on a specific day.)

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



The royalty amount is decided by: level of Writing skill, desirability of the genre (check the Skill Journal, which also tracks the number of books written and the amount pulled in so far), and a certain degree of randomness. The author's traits can also affect the amount of royalties paid. Here are the traits that boost the profitability of specific genres:

TRAITS – GENRES

Genre	Trait
Trashy Novel	Flirty
Drama	Commitment Issues
Sci-Fi	Computer Whiz, Genius
Humor	Good Sense of Humor, Inappropriate, Mean-Spirited
Satire	Grumpy, Hot-Headed, Over-Emotional
Mystery	Genius
Romance	Hopeless Romantic
Historical	Perfectionist
Children's Book	Artistic, Childish, Family Oriented
Vaudeville	Bookworm
Autobiography	Charismatic, Unlucky, Daredevil, Insane, Kleptomaniac

Every novel has a chance of becoming a Hit, Best-seller, or total Flop. Flop books are worth only half of a normal book. Hit books are worth double the value of a normal book. Best-sellers are worth triple a normal book's value.

NOTE

Hit books and Best-sellers provide more Fun to readers than normal or Flop books, no matter the relationship between the reader and the author.

Skill Challenges

- **Speed Writer:** Speed Writers are so prolific that they've earned §30,000 in royalties. Speed Writers write much faster than normal writers.
- **Prolific Writer:** Prolific Writers have written at least 20 books in their career. They are so well known that they tend to write far more Hits and Best-sellers than their counterparts.
- **Specialist Writer:** Writers must pen at least five novels in a specific genre to be known as a specialist. Such specialists write far more Hits and Best-sellers in their particular genre than most.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Careers

While everybody would prefer a life of leisure, you must find a source of income if you want to succeed. There are multiple ways to rake in the Simoleons, including the advancement of certain skills as detailed earlier in this chapter. However, there are more traditional ways of finding an income: careers.

When you first move into town, it's likely that your Sims will wish for a specific career. You do not have to honor such requests, but those wishes are usually born out of the specific traits you assigned that Sim, and often directly connected to the Lifetime Wish.



To sign up for a career, you simply report to the building that headquarters the job, such as the military base or police station. You can also search for jobs on the computer or in the newspaper. Applying is as easy as left-clicking on the location and then choosing the offered career. When your Sim reports to the job location, the career is immediately offered and the starting position/salary flashed on-screen. If you accept, you are given a schedule and expected to show up at the designated times.

There are multiple ways to advance a career. Promotions are the most common benchmark of success and always come with a one-time Simoleon bonus, but there are social aspects to each career that involve getting to know co-workers, which has the potential to widen your circle of friends. While at work, you can set the "tone" for your performance, which affects how you interact with co-workers or approach the job itself. As you advance, your schedule changes and your salary rises. Typically, there are perks or benefits for hitting certain promotions.

Note



Many careers have specific outfits related to the job. Athletes will dress in team garb, for example, while business Sims will don a power suit.

Going to work in a good mood boosts your chances of promotion. Go see a movie the night before work to get the powerful Enjoyed a Great Movie moodlet that lasts almost the entire next day.

Use this chapter to check out all of the careers and see exactly what is expected and involved with each job. Each entry details the list of career ranks and promotion titles.

Tip

Go to work in a good mood to get promotions easier. Mood is always a metric used when bosses hand out promotions.

Tip

Once you reach level 10 of a career, you can keep getting raises. Keep attending to your job and every time the performance meter fills, your Sim gets another raise.

Retiring

Later in life, Sims can retire from a career and make a pension. This pension is smaller than the wages normally made at that promotion level, but it is a great way to pull in daily income for necessary food and objects while pursuing skills.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Business

The business career unfolds exactly as you might expect. Sims dutifully report to work in the morning to attend meetings and climb the corporate ladder. As you approach the top of the career ranking, the requirements to reach each new promotion become harder to juggle. But that should be expected for a career with such incredible financial rewards. You cannot coast. You must work hard, appealing to both the boss and co-workers so that one day that corner office is yours.

Work Location: Doo Peas Corporate Towers (both towns)

How Hired: Report to business tower, answer computer ad, answer newspaper ad

Work Week: The career is a Monday through Friday job with normal business hours. At first, the hours are a little longer. However, over time, those hours are spread out across meetings that are required as part of the job at different times.

Salary Progression: This career pays very little at first. However, when you move up the ranks, the Simoleon rewards grow exponentially. As you close in on the top levels of the career, the salary is huge.

BUSINESS CAREER

Level	Position	Work Days	Start Time	Length of Day	Average Daily Pay	Weekly Average Pay	Pension Pay	Metrics for Promotion
1	Coffee Courier	M, T, W, TH, F	8 AM	6	160	800	40	Mood, Relationship w/ Boss
2	Filing Clerk	M, T, W, TH, F	8 AM	6	208	1,040	50	Mood, Relationship w/ Boss
3	Report Processor	M, T, W, TH, F	8 AM	6	271	1,355	70	Mood, Relationship w/ Boss, Relationship w/ Co-Workers
4	Corporate Drone	M, T, W, TH, F	8 AM	6	353	1,765	90	Mood, Relationship w/ Boss, Relationship w/ Co-Workers
5	Department Head	M, T, W, TH, F	8 AM	7	530	2,650	130	Mood, Relationship w/ Boss, Relationship w/ Co-Workers
6	Division Manager	M, T, W, TH, F	8 AM	7	689	3,445	170	Mood, Relationship w/ Boss, Relationship w/ Co-Workers, Meetings Held
7	Vice President	M, T, W, TH, F	8 AM	7	896	4,480	220	Mood, Relationship w/ Boss, Relationship w/ Co-Workers, Meetings Held
8	CEO	M, T, TH, F	8 AM	6	1,434	5,736	280	Mood, Relationship w/ Boss, Relationship w/ Co-Workers, Meetings Held
9	Venture Capitalist	M, T, TH, F	8 AM	6	1,721	6,884	330	Mood, Relationship w/ Co-Workers, Meetings Held
10	Power Broker	M, T, TH	8 AM	3	947	2,841	400	Mood, Relationship w/ Co-Workers, Meetings Held

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

BUSINESS TONES

Tones	Description
Business As Usual	Perform average job duties
Hold Meetings	Available to schedule meetings, slows performance growth
Meet Co-Workers	Allows Sim to possibly meet new co-workers that have not already been met outside of work
Chat at Water Cooler	Build relationship with co-workers
Suck Up to Boss	Build relationship with boss
Power Work	Work hard to increase performance, but adds stress

Benefits and Rewards

To work your way up this career, you must have a good relationship with the boss. This can be achieved by the Suck Up to Boss tone, but this risks alienating co-workers. This turns into a problem later in the career when the relationship with co-workers becomes a metric for which your promotion is judged. Being charismatic can help with this career because after meeting co-workers on the job, you can then improve those relationships outside working hours.

TIP

The Business career is the easiest to master because it requires the fewest skills.

Once you reach the Division Manager promotion, you can start holding meetings and meeting opportunities come regularly. Making these meetings becomes a critical metric for making additional promotions. Here, the career starts to consume a lot of time and attention.

TIP

Don't worry about missing scheduled work hours to attend meetings. Meetings supersede scheduled work at the Doo Peas Towers.

When you earn the CEO promotion, you ride to work in a limo.

One of the key benefits of this career comes at the top promotion to Power Broker. Now, you have complete control over working hours by choosing to hold meetings at your whim. You are paid for these meetings, too, so you have control over how much money is made during that specific day. A day full of meetings is very lucrative. This flexibility allows the Power Broker to pursue different skills or attend to a household without worrying about a heavy work schedule.

Criminal



Who hasn't harbored thoughts of engaging in criminal activity? The Criminal career allows you to try out being a bad guy. The Criminal career actually branches into two different tracks: Thief and Evil. Each of these branches has a different reward for reaching the top.

Work Location: Outstanding Citizen Warehouse Corp. (both towns)

How Hired: Report to warehouse, answer computer ad, answer newspaper ad

Work Week: The Criminal career unfolds at night with a typical five-day work schedule.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Salary Progression: The Criminal career pays a poor salary until the highest level is achieved. However, there are special bonuses from time to time that result in big paydays.

CRIMINAL CAREER

Level	Position	Work Days	Start Time	Length of Day	Average Daily Pay	Weekly Average Pay	Pension Pay	Metrics for Promotion
1	Decoy	SU, M, T, F, S	10 AM	6	100	500	30	Mood, Athletic Skill
2	Cutpurse	SU, M, T, F, S	10 AM	6	140	700	40	Mood, Athletic Skill
3	Thug	SU, M, T, F, S	9 PM	6	190	950	50	Mood, Athletic Skill
4	Getaway Driver	SU, M, T, F, S	9 PM	6	240	1,200	60	Mood, Athletic Skill, Relationship w/ Accomplices
5	Bagman	SU, M, T, F, S	9 PM	6	310	1,550	80	Mood, Athletic Skill, Relationship w/ Accomplices
6	ConArtist	SU, M, T, F, S	9 PM	6	375	1,875	90	Mood, Athletic Skill, Relationship w/ Accomplices

CRIMINAL CAREER – THIEF

Level	Position	Work Days	Start Time	Length of Day	Average Daily Pay	Weekly Average Pay	Pension Pay	Metrics for Promotion
7	Safe Cracker	SU, M, T, F, S	9 PM	5	480	2,400	120	Mood, Athletic Skill, Relationship w/ Accomplices
8	Bank Robber	SU, T, F, S	9 PM	5	610	2,440	120	Mood, Athletic Skill, Relationship w/ Accomplices
9	Cat Burglar	SU, T, F, S	9 PM	4	900	3,600	180	Mood, Athletic Skill, Relationship w/ Accomplices
10	Master Thief	SU, T, F, S	9 PM	4	2,100	8,400	400	Mood, Athletic Skill, Relationship w/ Accomplices

CRIMINAL CAREER – EVIL

Level	Position	Work Days	Start Time	Length of Day	Average Daily Pay	Weekly Average Pay	Pension Pay	Metrics for Promotion
7	Henchman	M, T, W, TH, F	9 PM	6	650	3,250	160	Mood, Athletic Skill, Relationship w/ Leader
8	Evil Sidekick	M, T, TH, F	9 PM	6	850	3,400	170	Mood, Athletic Skill, Logic Skill, Relationship w/ Leader
9	Super Villain	M, T, TH, F	9 PM	5	1,200	4,800	230	Mood, Athletic Skill, Logic Skill, Relationship w/ Leader
10	Emperor of Evil	M, T, F	9 PM	5	2,100	6,300	300	Mood, Athletic Skill, Logic Skill

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

CRIMINAL TONES

Tones	Description
Business As Usual	Perform average job duties
Work Hard	Work hard to increase performance, but adds stress
Take It Easy	Relax at work. Slower performance, but less stress.
Practice Illicit Activities	Increases athletic skill at work
Meet Accomplices	Allows Sim to possibly meet new co-workers that have not already been met outside of work
Conspire with Accomplices	Build relationship with co-workers
Do a Side Job	Perform this tone to earn side cash
Grovel to Leader	Build relationship with boss

Benefits and Rewards

The Criminal career sounds shady, but it has definite benefits. For example, no one will rob the home of a Sim who's on the Criminal career track. Criminal career Sims also occasionally come home with an object in their personal inventory, snatched while out on a job. The criminal Sim can also use the Do a Side Job tone to earn extra cash while at work, but this takes time away from getting to better know accomplices (the equivalent of co-workers in the criminal career), which is an important metric for earning promotions.

TIP

If you also have the Athletic skill, you can improve it by selecting the Practice Illicit Activities tone.

As mentioned, the Criminal career splits into two branches at the sixth level. Here, the Sim must choose between the Thief branch or the Evil branch.

Thief Branch

The Thief branch of the Criminal career starts you toward becoming the Master Thief. Right away, you earn the Sneak interaction, which is an alternate option for walking or running to another location.

TIP

To improve your chances of a promotion on the Thief track, be sure to work on your relationships with accomplices.

As soon as you reach the Bank Robber promotion, you receive a valuable piece of art as a bonus. At the top of the career track, the Master Thief, the Sim receives an extremely valuable statue called The Fox. This statue can be placed on the Sim's lot, which offers a huge environmental bonus. Whenever the Sim chooses to View the statue, they get the I Am the Best moodlet, which is a positive boost to overall mood.

TIP

If you are arrested and must spend time in jail, you can work out and improve your Athletic skill. This gives you the Pumped moodlet.

Evil Branch

The Evil branch of the Criminal career has different rewards and a different means of reaching the top job: World Dominator. You must use the Grovel to Boss tone a lot to advance along the Evil track because the relationship with the boss is a metric used to doling out promotions.

At level 9—Super Villain—the Sim gets a black limo. But when you finally get that top promotion, you earn the Aura of Evil. This has a powerful effect on other Sims. Criminal Sims or Sims with the Evil trait get a relationship boost from the Aura of Evil. However, the Aura of Evil has a negative effect on Sims with the following traits: Coward, Loser, and Neurotic. These Sims are afraid of the Aura of Evil and will flee. Sims with the Good trait or in the Law Enforcement career will actually boo at the Aura of Evil Sim. Building a good relationship with these Sims is extremely difficult.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Culinary



Sims who want to pursue a career in the culinary arts should head to either the bistro or the diner. This is not one of the higher paying careers, but it does come with a lot of perks, such as the consistent development of the Cooking skill while at work and discounts at the restaurant of employment.

Work Locations: Little Corsican Bistro or Hogan's Deep-Fried Diner (both towns)

How Hired: Report to bistro or diner, answer computer ad, answer newspaper ad

Work Week: Normal work week but with hours that start later in the day. Sims are typically reporting to work in late morning or early afternoon and do not come home until late.

Salary Progression: Starting pay is very low and increases only a little with each promotion. Even at high level, this is not a high-paying career.

CULINARY CAREER

Level	Position	Work Days	Start Time	Length of Day	Average Daily Pay	Weekly Average Pay	Pension Pay	Metrics for Promotion
1	Kitchen Scullion	SU, M, T, F, S	3 PM	6	148	740	40	Mood, Cooking Skill
2	Spice Runner	SU, M, T, F, S	3 PM	6	190	950	50	Mood, Cooking Skill
3	Vegetable Slicer	SU, M, T, F, S	3 PM	6	230	1,150	60	Mood, Cooking Skill, Relationship w/ Boss
4	Ingredient Taster	SU, M, T, F, S	3 PM	6	280	1,400	70	Mood, Cooking Skill, Relationship w/ Boss, Relationship w/ Co-Workers
5	Line Cook	SU, M, T, F, S	3 PM	5.5	460	2,300	110	Mood, Cooking Skill, Relationship w/ Boss, Relationship w/ Co-Workers
6	Pastry Chef	SU, M, T, F, S	3 PM	5.5	590	2,950	150	Mood, Cooking Skill, Relationship w/ Boss, Relationship w/ Co-Workers
7	Sous Chef	SU, T, F, S	3 PM	5.5	680	2,720	130	Mood, Cooking Skill, Relationship w/ Boss, Relationship w/ Co-Workers
8	Executive Chef	SU, T, F, S	3 PM	5	750	3,000	150	Mood, Cooking Skill, Relationship w/ Boss, Relationship w/ Co-Workers
9	Chef de Cuisine	SU, F, S	3 PM	5	1,005	3,015	150	Mood, Cooking Skill, Relationship w/ Boss, Relationship w/ Co-Workers
10	Five-Star Chef	SU, F, S	3 PM	4	1,400	4,200	200	Mood, Cooking Skill, Relationship w/ Boss, Relationship w/ Co-Workers

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

CULINARY TONES

Tones	Description
Business As Usual	Perform average job duties
Work Hard	Work hard to increase performance, but adds stress
Take It Easy	Relax at work. Slower performance, but less stress.
Practice Cooking	Increases cooking skill at work
Meet Co-Workers	Allows Sim to possibly meet new co-workers that have not already been met outside of work
Hang with Co-Workers	Build relationship with co-workers
Suck Up to Boss	Build relationship with boss

Benefits and Rewards

Because cooking is such an important part of every Sim's life, the Culinary career has benefits that extend far beyond a daily paycheck. The Culinary career offers the Practice Cooking tone, which lets you advance the Cooking skill while earning a paycheck. Using this tone may come at the expense of not hastening an improved relationship with the boss or with co-workers (essential to promotion), but being a good cook is a mood booster for your Sim and potentially all other Sims in a household.

CAUTION

While cooking at work improves the Cooking skill, remember that cooking a recipe at home also improves the quality of the recipe each time you cook it.

TIP

Improving your Cooking skill is an important part of the promotion game in the Culinary career. Make sure you practice at home and don't rely on too many quick meals or snacks.

Good food is a mood booster for all Sims, so the benefit of occasionally getting free meals from work to take back to the lot is a real happiness generator. This benefit does not happen until the Sim reaches Ingredient Taster. But once it happens, expect to see free meals on a regular basis. And if you have multiple Sims in a household, that free meal will have enough servings to satisfy all.

Dining out is another mood booster that benefits from the Culinary career. At the Sous-Chef level, Sims get a discount at the restaurant where they work. This saves money on meals. Once the Sim reaches Executive Chef, the discount extends to both restaurants.

Sims in the Culinary career get two very cool equipment bonuses. At the Pastry Chef position, the Sim earns the food processor, which speeds up the cooking process at home. The real prize, though, comes at the final promotion: Five-Star Chef. The Sim is awarded the MinusOne Kelvin Refrigerator. This fridge gives the Superior Equipment moodlet to any Sim who walks near it. Also any recipe that uses food out of the fridge will come out high quality.

Journalism

As a journalist, Sims must chase down the facts not only during work hours, but on their own time, too. Such dedication is as reward in it itself, for the pursuit of truth is the noblest professional of all.

Work Location: Doo Peas Corporate Towers (both towns)

How Hired: Report to business tower, answer computer ad, answer newspaper ad

Work Week: Regular work week, but the week is often augmented by regular opportunities

Salary Progression: Low-paying career at the beginning and not exactly an account-stuffer over time either. Cash bonuses at promotion times are strong, though.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

JOURNALISM CAREER

Level	Position	Work Days	Start Time	Length of Day	Average Daily Pay	Weekly Average Pay	Pension Pay	Metrics for Promotion
1	Paper Boy	M, T, W, TH, F	8 AM	6	225	1,125	60	Mood, Writing Skill
2	Automated Spell-Checker Checker	M, T, W, TH, F	8 AM	6	259	1,295	70	Mood, Writing Skill
3	Freelance Writer	M, T, W, TH, F	8 AM	6	298	1,490	80	Mood, Writing Skill, Stories Written
4	Professional Blogger	M, T, W, TH, F	8 AM	4	301	1,505	80	Mood, Writing Skill, Stories Written
5	Anonymous Source Handler	M, T, W, TH, F	8 AM	5	482	2,410	120	Mood, Writing Skill, Charisma Skill, Stories Written
6	Investigative Reporter	M, W, TH, F	8 AM	5	627	2,508	120	Mood, Writing Skill, Charisma Skill, Stories Written
7	Weather Man	M, W, TH, F	8 AM	5	753	3,012	150	Mood, Writing Skill, Charisma Skill
8	Lead Reporter	M, W, TH, F	8 AM	5	942	3,768	180	Mood, Writing Skill, Charisma Skill, Stories Written
9	Editor-In-Chief	M, W, TH, F	8 AM	5	1,178	4,712	230	Mood, Writing Skill, Charisma Skill, Stories Written
10	Star News Anchor	M, W, TH, F	8 AM	4	1,532	6,128	300	Mood, Writing Skill, Charisma Skill, Stories Written

JOURNALISM TONES

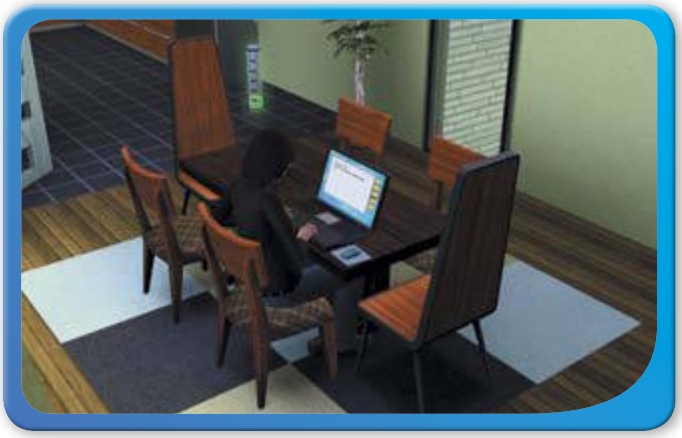
Tones	Description
Business As Usual	Perform average job duties
Work Hard	Work hard to increase performance, but adds stress
Take It Easy	Relax at work. Slower performance, but less stress.
Practice Writing	Increases Writing skill at work (available at level 1 of the Writing skill)
Discuss News with Co-Workers	Build relationship with co-workers
Meet Co-Workers	Allows Sim to possibly meet new co-workers that have not already been met outside of work
Suck Up to Boss	Build relationship with boss

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Benefits and Rewards

Like other careers where a certain skill is in play, pursuing the Journalism career lets a Sim advance their Writing skill while at the office. Sure, this is to the exclusion of seeking better relationships with the boss or co-workers, but it also opens up more genre possibilities for writing lucrative novels at home in the Sim's spare time.

Joining the Journalism career also allows the Sim to engage in a new type of writing: stories and reviews. This subject only lasts, though, for as long as the Sim holds a Journalism career.



You can write an article at home without doing any research. It goes into your Sim's inventory and generates royalty payment. To create a story or a review, though, you need to do some research. Rummaging in trash cans is a good way to gather material. So is interviewing a Sim or going to a movie. Once this has happened, a new interaction appears: Write a Negative/Positive review/story. This does not create an object, like writing an article. Instead, this goes toward boosting the "Stories and Reviews" metric needed for promotions.

Not every promotion takes stories and reviews into consideration, though. You really need to work on Charisma skill to keep getting ahead. The Charisma skill ranking is an important metric for promotion. This just adds to the career workload, as you must now juggle improving the Writing skill, improving the Charisma skill, and writing articles outside of work hours. Fortunately, the work hours in this career are slightly lower than others, giving you extra free time for these career-related pursuits.

When you finally reach the top of the career track—Star News Anchor—you unlock a new social: Tell Intriguing News Story. This social is perfect for situations where you want to boost a relationship with another Sim.

TIP

The Tell Intriguing News Story social can be used several times with another Sim before it loses its effectiveness.

Law Enforcement

Not everybody is on the up-and-up. With a criminal element afoot, the city needs its fair share of Law Enforcement officers. This career branches, and the two tracks lead to different rewards. The Law Enforcement career also uses a number of skills as metrics for promotion, so having a well-rounded Sim is a plus.

Work Location: Police Station (both towns)

How Hired: Report to Police Station, answer computer ad, answer newspaper ad

Work Week: Sim maintains normal workweek hours (9 to 5), but the Special Agent branch cuts those hours by three per day and adds an on-call alert that sometimes requires work at odd hours.

Salary Progression: Decent wages until the career branches. The Special Agent branch gets higher bonus for promotions while Forensic Analysts get a higher daily wage.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

LAW ENFORCEMENT CAREER

Level	Position	Work Days	Start Time	Length of Day	Average Daily Pay	Weekly Average Pay	Pension Pay	Metrics for Promotion
1	Snitch	M, T, W, TH, F	9 AM	6	235	1,175	60	Mood, Logic Skill
2	Desk Jockey	M, T, W, TH, F	9 AM	6	278	1,390	70	Mood, Logic Skill
3	Traffic Cop	M, T, W, TH, F	9 AM	6	329	1,645	80	Mood, Logic Skill, Relationship w/ Partner
4	Patrol Officer	M, T, W, TH, F	9 AM	6	389	1,945	100	Mood, Logic Skill, Relationship w/ Partner, Reports Written
5	Lieutenant	M, T, W, TH, F	9 AM	6	460	2,300	110	Mood, Logic Skill, Relationship w/ Partner, Reports Written

FORENSIC CAREER

Level	Position	Work Days	Start Time	Length of Day	Average Daily Pay	Weekly Average Pay	Pension Pay	Metrics for Promotion
6	Wiretap Reader	M, T, W, TH, F	9 AM	6	805	4,025	200	Mood, Logic Skill, Relationship w/ Partner, Reports Written
7	Crime Scene Technician	M, T, W, TH, F	9 AM	6	950	4,750	230	Mood, Logic Skill, Relationship w/ Partner, Reports Written
8	Sketch Artist	M, T, TH, F	9 AM	5	1,121	4,484	220	Mood, Logic Skill, Painting Skill, Reports Written
9	3D Crime Scene Modeler	M, T, TH, F	9 AM	5	1,323	5,292	260	Mood, Logic Skill, Painting Skill, Reports Written
10	DNA Suspect Reconstruction Simulator	M, T, TH, F	9 AM	5	1,985	7,940	380	Mood, Logic Skill, Painting Skill, Reports Written

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

SPECIAL AGENT CAREER

Level	Position	Work Days	Start Time	Length of Day	Average Daily Pay	Weekly Average Pay	Pension Pay	Metrics for Promotion
6	Vice Squad	M, T, TH, F	9 AM	5	690	2,760	140	Mood, Relationship w/ Partner, Athletic Skill, Reports Written
7	Undercover Specialist	M, T, TH, F	9 AM	5	815	3,260	160	Mood, Relationship w/ Partner, Athletic Skill, Reports Written
8	Special Agent	M, T, TH, F	9 AM	5	962	3,848	190	Mood, Relationship w/ Partner, Athletic Skill, Reports Written
9	Triple Agent	M, T, TH, F	9 AM	4	1,136	4,544	220	Mood, Logic Skill, Athletic Skill, Reports Written
10	International Super Spy	M, T, TH, F	9 AM	4	1,704	6,816	330	Mood, Logic Skill, Athletic Skill, Reports Written

LAW TONES

Tones	Description
Business As Usual	Perform average job duties
Work Hard	Work hard to increase performance, but adds stress
Take It Easy	Relax at work. Slower performance, but less stress.
Chat with Partner	Build relationship with co-workers
Build Independent Case	Side work that can result in extra cash
Use Workout Facility	Build Athletic skill at work to expense of performance
Suck Up to Boss	Build relationship with boss

Benefits and Rewards

The Law Enforcement career takes a few interesting turns but comes with some exciting rewards and side benefits. One of the tones for work is to Build Independent Case, which detracts from dealing with co-workers or the daily workload, but is quite useful if successful. If after a lot of time building this case against a criminal, the case ends up being a success and the Sim has a chance at an immediate promotion. However, if the case fails, the Sim risks losing the respect of co-workers.

TIP

The current Logic skill level is what determines the chance of success, so build up that skill before trying out this tone.

At level 3, the Sim can apprehend Burglars, which goes a long way toward getting a promotion. At level 5, the Sim gets a police car, which improves travel time. At level 5, the Sim chooses a branch of the career to pursue. Each branch has an different end reward.

WRITING REPORTS

One of the metrics for doling out promotions is the number of reports written. Sims in the Law Enforcement track create reports on other Sims by conducting interviews with the Question social. (This social is not negative.) During the questioning, the interviewer discovers the other Sim's traits, which is actually quite useful for social situations outside the workday.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

NOTE

To keep this fair, Sims can only use the Question social on each Sim once per promotion level. Otherwise, you could amass quite a file on the citizenry.



Reports can also come from rifling through garbage cans. Use this interaction to look through another Sim's trash until you receive the notice that you have enough information on the person whose trash you were inspecting to write a report.

If during these interactions, the Sim discovers that the subject is part of the Criminal career track, the chance of promotion greatly increases.

CAUTION

Rummaging through the trash leads to the Disgusted moodlet. Be ready to shower after extensive garbage-sifting sessions. It also causes disgusting items to be deposited in the Sim's inventory, which then need to be cleaned out.

Branching Career Rewards

Advance the Logic skill to succeeded in all branches of the Law Enforcement career. Get started with a logic book or chess set (home or park) to get a jump on the first promotions. When the career branches after the fifth promotion, two more skills come into play. The Painting skill must be developed for the Forensics branch, and the Athletic skill must be advanced for the Special Agent branch. After the split, the Logic skill is still critical to getting promotions.

The Forensics branch has a reward as soon as you earn its first promotion: laptop. The laptop computer is placed in the personal inventory and can be used at home. The top reward for the career is a new computer interaction: Run Forensic Analysis. This is a lengthy interaction, but it results in a payday. This is a good way to make additional money when not at work.

The Special Agent branch of the career has two special rewards that are given out at level 10: Tell Impressive Story and Raid Warehouse. Tell Impressive Story is a special social. It immediately impresses the Sim it is directed at. The Raid Warehouse interaction directs the Sim to enter the warehouse at night and disappears for a few hours. If the raid is a success (based on mood, Athletic skill, and Logic skill), the Sim has the potential to earn two different rewards. A mild success at the warehouse results in a small monetary bonus. A big success results in a huge payday. Special Agents also unlock the Raid Warehouse interaction, which lets you raid the criminal headquarters at the warehouse. Depending on your mood and athletic skill, you can have a great, good, or bad raid. A great and good raid results in extra cash. A bad raid just brings your mood down.

CAUTION

Should the Raid Warehouse fail, the Sim is booted out of the warehouse and given the Sore moodlet. Get a massage to wash away those negative feelings.

Medical

The Medical career is not for a Sim who likes to keep a strict schedule. As this career develops, the schedule turns chaotic and occasionally disruptive thanks to the unpredictable needs of patients at the local hospital. If you don't mind the idea of being pulled into work in the middle of the night, then the Medical career's rewards may be worth the potential inconvenience. Especially the final reward for becoming a World Renowned Surgeon...

Work Location: Hospital

How Hired: Report to hospital, answer computer ad, answer newspaper ad

Work Week: In the beginning of this career, the hours are fairly normal. However, this soon changes when the Sim is given a pager and told to be "on call."

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Salary Progression: This career doesn't pay well at first, but around level 5, the bonuses and salary start creeping up.

MEDICAL CAREER

Level	Position	Work Days	Start Time	Length of Day	Average Daily Pay	Weekly Average Pay	Pension Pay	Metrics for Promotion
1	Organ Donor	M, T, W, TH, F	9 AM	6	128	640	40	Mood, Logic Skill
2	Bed Pan Cleaner	M, T, W, TH, F	9 AM	6	150	750	40	Mood, Logic Skill
3	Paramedic	M, T, W, TH, F	9 AM	7	190	950	50	Mood, Logic Skill
4	Medical Intern	M, T, W, TH, F	9 AM	10	330	1,650	80	Mood, Logic Skill, Medical Journals Read
5	Resident	M, T, W, TH, F	9 AM	9	700	3,500	170	Mood, Logic Skill, Medical Journals Read
6	Trauma Surgeon	M, T, W, TH, F	7 PM	8	810	4,050	200	Mood, Logic Skill, Medical Journals Read
7	Gene Therapist	M, T, TH, F	9 AM	5	960	3,840	190	Mood, Logic Skill, Medical Journals Read
8	Infectious Disease Researcher	M, T, TH, F	9 AM	5	1,050	4,200	200	Mood, Logic Skill, Medical Journals Read
9	Neurosurgeon	M, T, TH, F	9 AM	8	1,800	7,200	350	Mood, Logic Skill, Medical Journals Read
10	World Renowned Surgeon	M, T, TH, F	9 AM	5	2,400	9,600	460	Mood, Logic Skill, Medical Journals Read

MEDICAL TONES

Tones	Description
Business As Usual	Perform average job duties
Work Hard	Work hard to increase performance, but adds stress
Watch TV in Ready Room	Relax at work. Slower performance, but less stress.
Chat with Co-Workers	Build relationship with co-workers
Do Boss's Paperwork	Build relationship with boss
Sleep in Ready Room	Napping at work helps with energy
Meet Medical Personnel	Allows Sim to possibly meet new co-workers that have not already been met outside of work

Benefits and Rewards

The Medical career is one of the most stressful careers, so to advance, you need activities in the Sim's life that will counteract the Stressed Out moodlet. Mood is a major factor in promotions, so be sure to get sleep when possible (the Sleep in Ready Room tone helps out with this) and have an activity that lowers tension, such as reading, exercise, or socializing.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

NOTE

The Medical career is a logic-based job, so install a telescope or chess set in the house to build the Logic skill when not at work. The telescope is great because you can make extra money by using the Search Galaxy interaction.



As soon as you reach the Medical Intern promotion, get ready for a hectic schedule. The Sim gets a beeper and has to come into work at odd hours. Shifts start growing, too, so be ready to spend lots of time at the hospital as you work farther up the promotion ladder. Medical Interns earn the Give Medical Advice social on pregnant Sims. Pregnant Sims who regularly seek medical advice (or receive it) assist the development of the pregnancy, which can lead to the baby getting highly desirable traits.

TIP

If the medical Sim is the one who is pregnant, the Give Medical Advice benefits are automatic.

When you reach the Medical Intern position, you start receiving medical journals, too. These are critical for future advancement because the number of journals read is a metric for deciding promotions alongside mood and Logic skill. In your off time, be sure to read these medical journals because the game keeps track of this statistic.

TIP

The Medical career does not factor relationship with co-workers or the boss into promotions. The quality of work is what really counts.

At the Resident level, Sims get two new socials: Give Good Medical Advice and Brag About Being a Doctor. The Give Good Medical Advice has a greater benefit to expectant mothers—in fact, the medical Sim can even deduce the sex of the baby. The Brag social impresses other Sims in conversation. If the other Sim is already romantically interested in the medical Sim, that romance is further enhanced.

The Neurosurgeon promotion turns Give Good Medical Advice into Give Amazing Medical Advice, which is even more beneficial to expectant mothers.

Finally, the World Renowned Surgeon promotion comes with a special tone: Play Golf. Use this tone at work to eliminate stress without detriment to career performance. This is a great tone that keeps the medical Sim much happier while pulling in great paychecks.

TIP

The Medical career is pretty stressful, so look into scoring the Professional Slacker Lifetime Reward to so you slack off at work without recriminations.

Military

Fortunately, peace has broken out in Sunset Valley and Riverview and Sims in the Military career need not worry about shipping out to war. They do have a goal that takes them outside of town, though. Way outside of town. As in, into space.

Work Location: Fort Gnome Military Base (Sunset Valley), Fort Salas Military Base (Riverview)

How Hired: Report to military base, answer computer ad, answer newspaper ad

Work Week: Work at the base starts early and lasts until the later afternoon, but at least there are fewer work days in a week.

Salary Progression: Sims starts with a modest salary, but the promotion to Flight Officer comes with a nice bonus.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

MILITARY CAREER

Level	Position	Work Days	Start Time	Length of Day	Average Daily Pay	Weekly Average Pay	Pension Pay	Metrics for Promotion
1	Latrine Cleaner	M, T, W, F	7 AM	7	280	1,120	80	Mood, Athletic Skill
2	Grease Monkey	M, T, W, F	7 AM	8	350	1,400	100	Mood, Athletic Skill
3	Grunt	M, T, W, F	7 AM	8	385	1,540	110	Mood, Athletic Skill, Handiness Skill
4	Squad Leader	M, W, F	7 AM	7	655	1,965	150	Mood, Athletic Skill, Handiness Skill, Relationship w/ Superior
5	Flight Officer	M, W, F	7 AM	7	754	2,262	170	Mood, Athletic Skill, Handiness Skill, Relationship w/ Superior
6	Wing Man	M, W, F	7 AM	6	868	2,604	190	Mood, Athletic Skill, Handiness Skill, Relationship w/ Superior
7	Fighter Pilot	M, W, F	7 AM	6	999	2,997	220	Mood, Athletic Skill, Handiness Skill, Relationship w/ Superior
8	Squadron Leader	M, W, F	7 AM	6	1,149	3,447	250	Mood, Athletic Skill, Handiness Skill, Relationship w/ Superior
9	Top Gun	M, W, F	7 AM	5	1,322	3,966	290	Mood, Athletic Skill, Handiness Skill, Relationship w/ Superior
10	Astronaut	M	7 AM	18	6,000	6,000	430	Mood, Athletic Skill, Handiness Skill, Relationship w/ Superior

MILITARY TONES

Tones	Description
Business As Usual	Perform average job duties
Work Hard	Work hard to increase performance, but adds stress
Goof Off at the Post Exchange	Relax at work. Slower performance, but less stress.
Meet Fellow Soldiers	Allows Sim to possibly meet new co-workers that have not already been met outside of work
Hang Out with Fellow Soldiers	Build relationship with co-workers
Suck Up to Superior	Build relationship with boss

Benefits and Rewards

To advance in the military career and earn benefits, Sims must develop two different skills: Athletic and Handiness. (Fortunately, the Handiness skill can be learned right on base through a class.) Other metrics contribute to the chance of promotion, too, including the relationships with fellow soldiers and base superiors. Naturally, mood is also a factor. Working hard and keeping these skills in active advancement leads to some fun rewards.

For example, as soon as the career begins, you start saluting other soldiers of superior rank. But at level 4, Squad Leader, inferiors start saluting you. When you reach the Top Gun rank, random Sims are also inspired to salute you. Citizen salutes are positive and will start any social encounter with an impressed context.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Music

Let a little music fill your life with this exciting career track. This career is not about the money—it's about the music. Or, at least it's about the music at first with the extra benefit of truckloads of Simoleons later on when you're filling stadiums with fans that cannot wait to hear your next overblown anthem.

The music career has two branches, the Rock and the Symphonic tracks.

Work Location: Wilsonoff Community Theatre (both towns)

How Hired: Report to theatre, answer computer ad, answer newspaper ad

Work Week: This is a slower work week with fewer hours than other careers—and never any work on Sunday. When the career splits, the Rock branch moves to an evening shift closer to the weekends. The Symphonic branch remains closer to the original level with occasional concerts.

Salary Progression: Musicians make low pay in the beginning. Toward the top of the career ladder, musicians are very well-paid.

MUSIC CAREER

Level	Position	Work Days	Start Time	Length of Day	Average Daily Pay	Weekly Average Pay	Pension Pay	Metrics for Promotion
1	Fan	M, T, TH, F, S	15	6	125	625	30	Mood, Guitar Skill
2	Roadie	M, T, TH, F, S	15	6	148	740	40	Mood, Guitar Skill
3	Stagehand	M, T, TH, F, S	16	6	175	875	50	Mood, Guitar Skill, Relationship w/ Band
4	Band Manager	M, T, TH, F, S	16	5.5	263	1,315	70	Mood, Guitar Skill, Relationship w/ Band
5	Music Talent Scout	M, T, F, S	17	5.5	311	1,244	60	Mood, Guitar Skill, Relationship w/ Band

ROCK CAREER

Level	Position	Work Days	Start Time	Length of Day	Average Daily Pay	Weekly Average Pay	Pension Pay	Metrics for Promotion
6	Lyricist	M, T, F, S	6 PM	5	483	1,932	100	Mood, Guitar Skill, Relationship w/ Band Members, Concerts Performed
7	Backup Vocalist	M, T, F, S	7 PM	5	628	2,512	120	Mood, Guitar Skill, Relationship w/ Band Members, Concerts Performed
8	Lead Guitarist	T, F, S	8 PM	4.5	817	2,451	160	Mood, Guitar Skill, Relationship w/ Band Members, Concerts Performed
9	Pop Icon	T, F, S	9 PM	4	1,144	3,432	200	Mood, Guitar Skill, Relationship w/ Band Members, Concerts Performed
10	Rock Star	N/A	N/A	N/A	N/A	N/A	350	Concerts Performed

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

SYMPHONIC CAREER

Level	Position	Work Days	Start Time	Length of Day	Average Daily Pay	Weekly Average Pay	Pension Pay	Metrics for Promotion
6	Quartet Member	M, T, F, S	3 PM	5.5	467	1,868	90	Mood, Guitar Skill, Relationship w/ Musicians
7	Orchestra Seat	M, T, F, S	3 PM	5.5	608	2,432	120	Mood, Guitar Skill, Relationship w/ Musicians
8	Orchestra Lead	M, T, F, S	3 PM	5.5	791	3,164	160	Mood, Guitar Skill, Logic Skill, Relationship w/ Musicians
9	Conductor	M, T, F, S	3 PM	5	1,029	4,116	200	Mood, Guitar Skill, Logic Skill, Relationship w/ Musicians
10	Hit Movie Composer	M, T, F, S	1 PM	5	1,801	7,204	350	Mood, Guitar Skill, Logic Skill, Relationship w/ Musicians

MUSIC TONES

Tones	Description
Business As Usual	Perform average job duties
Work Hard	Work hard to increase performance, but adds stress
Take It Easy	Take it easy at work to reduce stress
Chill with Band/Musicians	Build relationship with co-workers
Meet Band/Orchestra Members	Allows Sim to possibly meet new co-workers that have not already been met outside of work
Study Music Theory	Build Guitar and Logic skills
Perform	Slowly increases your Performance metric

Benefits and Rewards

Naturally, the key to advancing in this career is the development of the Guitar skill. Starting out with a class at the theatre is a good way to get a head-start on the career, even before you start your first day, since the Guitar skill is critical for every step in the career.

To continue moving up the career ladder, you must maintain a good mood and have a good relationship with co-workers, who are called band or orchestra members depending on the career path taken. Use of the Study Music Theory tone because it helps build the Guitar skill—and the Logic skill, which is a critical measure for the Symphonic branch. In the Rock branch, you need to practice for gigs because performing concerts is a key to advancement.

Rock Branch



The next promotion following the Music Talent Scout in the Rock branch is Lyricist. When you reach this promotion, you can start holding concerts. Use this interaction on the theatre and stadium to stage two- or four-hour concerts that are measured as part of the promotion process. (This interaction is only available

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

between noon and midnight.) Once you choose to hold a concert and enter the venue, other Sims will follow.

Once inside the Rock branch of the career, the relationship with band members remains important. Continue fostering these relationships, hang out with band members outside of work, and always go into a shift in a good mood to maintain this important metric.

Keep performing concerts and keep up the Guitar skill to reach the pinnacle of the branch: Rock Star. At this level, your carpool is replaced by a pastel limo that will take you anywhere. At this level, the Sim can also select venues and choose to Hold Autograph Session, just like the Athlete career. The goal is to sign as many autographs as possible with the other Sims on the lot. The more signed, the more money is awarded for the session.

Once the Sim achieves Rock Star, they no longer have a work schedule. Money is earned exclusively by holding concerts. To maximize pay-outs, hold the concert at the stadium. The concert takes longer than one at the theatre, but the salary is double.

NOTE

Between levels 8 and 10 of the Rock branch, Sims have two new socials: Worship and Be Worshipped. This social is acutely positive, as even Sims who are as low on the relationship ladder as Acquaintance will engage the Sim.

Symphonic Branch

The Symphonic branch of the Music career unfolds a bit differently than the Rock branch. In this track, relationships with other musicians are very important, so be sure to use that tone to get ahead. Keep advancing the Guitar skill whenever possible, too.

Once you close in on the Orchestra Lead promotion, develop the Logic skill. (Practice Music Theory is a good way to boost the Logic skill while at work.) Once you reach level 8 of this career—Orchestra Lead—you earn free admission to activities at the theatre. This is great for boosting moods.

The highest level of the career—Hit Movie Composer—comes with an object reward: 85g Audio Explosion. This high-end stereo boosts the Fun of Sims in its listening radius and can be used to develop the Athletic ability.

NOTE

Between levels 9 and 10 of the Symphonic branch, Sims have access to the Worship/Be Worshipped social. The effects are the same as they are in the Rock branch.

Politics



Politics is no career for the timid Sim. This is a highly social career track that requires a great deal of socializing with the people of Sunset Valley and Riverview. Because this is such a social career, the Charisma skill is required. Also required: no fear of asking other Sims for money. Campaigns don't pay for themselves, you know.

Work Location: City Hall (both towns)

How Hired: Report to City Hall, answer computer ad, answer newspaper ad

Work Week: This career works a normal work week at first, but as Sims advance in the career, they work fewer hours because the career requires so much socializing.

Salary Progression: Until level 5 of the career, political Sims do not make that much money. Once they reach the City Council Member position, the bonuses and salaries grow. This career will not make your Sim rich, though.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

POLITICAL CAREER

Level	Position	Work Days	Start Time	Length of Day	Average Daily Pay	Weekly Average Pay	Pension Pay	Metrics for Promotion
1	Podium Polisher	M, T, W, TH, F	9 AM	6	140	700	40	Mood, Charisma
2	Ballot Counter	M, T, W, TH, F	9 AM	6	185	925	50	Mood, Charisma
3	Campaign Intern	M, T, W, TH, F	9 AM	7	230	1,150	60	Mood, Charisma
4	Yes-Man	M, T, W, TH, F	9 AM	6	270	1,350	70	Mood, Charisma, Relationship w/ Boss
5	City Council Member	M, T, W, TH, F	9 AM	5.5	375	1,875	90	Mood, Charisma, Relationship w/ Boss, Campaign Money Raised
6	Local Representative	M, W, TH, F	9 AM	5.5	500	2,000	100	Mood, Charisma, Relationship w/ Boss, Campaign Money Raised
7	Mayor	M, W, TH, F	9 AM	5	650	2,600	130	Mood, Charisma, Relationship w/ Boss, Campaign Money Raised
8	Governor	M, W, TH, F	9 AM	5	800	3,200	160	Mood, Charisma, Relationship w/ Boss, Campaign Money Raised
9	Vice President	M, W, F	9 AM	4.5	1,200	3,600	180	Mood, Charisma, Relationship w/ Boss, Campaign Money Raised
10	Leader of the Free World	M, W, F	9 AM	4.5	1,900	5,700	280	Mood, Charisma, Campaign Money Raised

POLITICAL TONES

Tones	Description
Business As Usual	Perform average job duties
Work Hard	Work hard to increase performance, but adds stress
Chat with Co-Workers	Build relationship with co-workers
Meet Co-Workers	Allows Sim to possibly meet new co-workers that have not already been met outside of work
Run Errands for Superior	Build relationship with boss
Suggest New Course of Action	Research new ideas that can possibly increase performance or relationships

Benefits and Rewards

At first, mood is the only metric used to measure performance and award promotions. But to get ahead, be sure to start practicing Charisma early on through various means, like taking a class at City Hall or practicing in the mirror at home. Having a good Charisma level will make it much easier to advance early in this career.

The Yes-Man promotion is given out to a Sim who has a good relationship with the boss, so use the Run Errands for Supervisor tone early on, too. Getting in good with the boss is preferable to being popular with co-workers. To move up to the City Council position, though, you need to start raising campaign contributions, which is another metric for promotion. The social Ask for Campaign Donation will usually result in a small Simoleon transfer, although hitting up a wealthy Sim will elicit a larger donation. Fortunately, this social is positive.

CAUTION

You cannot use the Ask for Campaign Contribution social on household members.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

NOTE

Here is a naughty bit of business with campaign contributions. Every so often, you will be asked if you want to transfer money out of the campaign kitty and into the household account. This is risky. If caught, the Sim is expelled from the career.

TIP

Political Sims can throw Campaign Fundraisers, which are just like parties. (See the Relationships chapter for details on how to throw a party.) If the party is successful, the host receives campaign contributions at its conclusion.

Once you reach the Local Representative position, you have a new social: Give Inspirational Speech. You can use this positive social you can use on a single Sim or in a group setting. It gives everybody a positive impression of you and sets up healthy relationships. Yes we can, indeed.

At higher levels you get two nice benefits. At the Governor level, a black limo drives you everywhere. As Leader of the Free World, your Sim gains the Aura of Leadership, and other Sims wave at them wherever they go. This boosts the relationship with other Sims and can also result in the Celebrity moodlet.

Professional Sports



The Professional Sports career charts a course from zero to hero. The Sims slowly become deeply involved with the local sports team. At first, they are a fan with a dream. Then, they join the team and start working up the ranks. Soon, shifts are supplemented by sporting events where winning and losing has a direct effect on mood and on the Game Record metric.

Work Location: Llama Memorial Stadium (both towns)

How Hired: Report to stadium, answer computer ad, answer newspaper ad

Work Week: Five day work week with evening shifts. Soon, two shifts a week are replaced by games that only last a few hours. During this period, the work week increases to six days to offset the fewer hours.

Salary Progression: The Professional Sports career starts with a low salary. However, as the Sim progresses, that changes. At the upper ranks, this is one of the most lucrative careers.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

PROFESSIONAL SPORTS CAREER

Level	Position	Work Days	Start Time	Length of Day	Average Daily Pay	Weekly Average Pay	Pension Pay	Metrics for Promotion
1	Rabid Fan	M, T, W, TH, S	3 PM	6	75	375	30	Mood
2	Snack Hawker	M, T, W, TH, S	3 PM	6	150	750	60	Mood
3	Toddler Sports Coach	M, T, W, TH, S	3 PM	6	195	975	70	Mood, Athletic Skill
4	Minor Leaguer	M, T, F, S	3 PM	6	254	1,016	80	Mood, Athletic Skill, Relationship w/ Team
5	Rookie	M, T, F, S	3 PM	5	381	1,524	110	Mood, Athletic Skill, Relationship w/ Team, Win-Loss Record
6	Starter	M, T, F, S	3 PM	5	667	2,668	200	Mood, Athletic Skill, Relationship w/ Team, Win-Loss Record
7	AllStar	M, T, F, S	3 PM	4	801	3,204	230	Mood, Athletic Skill, Relationship w/ Team, Win-Loss Record
8	MVP	M, T, F, S	3 PM	4	962	3,838	280	Mood, Athletic Skill, Relationship w/ Team, Win-Loss Record
9	Superstar	M, T, F, S	3 PM	3	1,155	4,620	330	Mood, Athletic Skill, Relationship w/ Team, Win-Loss Record
10	Sports Legend	M, T, F, S	3 PM	3	1,386	5,544	400	Mood, Athletic Skill, Relationship w/ Team, Win-Loss Record

PROFESSIONAL SPORTS TONES

Tones	Description
Business As Usual	Perform average job duties
Prepare for Game	Get ready for next game. Increases chances of winning next game.
Meet Teammates	Allows Sim to possibly meet new co-workers that have not already been met outside of work
Hang with Teammates	Build relationship with co-workers
Slack Off in Locker Room	Take it easy at work to reduce stress
Work Out in Gym	Develop Athletic skill

Benefits and Rewards

Naturally, this is a great career for a Sim with both the Athletic trait and developing the Athletic skill. Once you reach the Toddler Sports Coach position, you can start using the Work Out at Gym work tone, which lets you continue developing the Athletic skill at work, albeit at a slower pace than at home or on personal time. (Up until this promotion, reporting to work does not increase the Athletic skill.)

TIP

Sports professionals do not get the Stressed Out moodlet from work like other careers.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

The Rookie promotion starts the game part of the career. Now work is often replaced by practice and the career keeps a running tally on the team's win-loss record. The higher the Sim's Athletic skill, the greater the chance at winning the game, which in turn improves the Sim's mood with the Winner moodlet. The chance of winning a game is also improved by the Prepare for Game tone.

TIP

Members of a Sim's household can see a sporting event for free.

Once the Sim reaches the top promotion—Sports Legend—two things happen. One, the Sim can now perform the Do Advertising Deal interaction at businesses for Simoleons at least once a week. Two, the Sim can also Hold Autograph Sessions at venues where they are handsomely rewarded for signing autographs for as many Sims on the lot as possible.

Science

A mind is a terrible thing to taste—er, waste. This career celebrates that organ between the ears, the cortex that pulses with thoughts and desires. The Science career requires a keen sense of Handiness and a real green thumb, as well as a desire to both observe and collect.

Work Location: Landgraab Industries Science Facility (Sunset Valley), Soil & Water Research Center (Riverview)

How Hired: Report to science center, answer computer ad, answer newspaper ad

Work Week: Normal work week: five days with average hours in the 9 to 3 range because of the extra time needed to advance skills.

Salary Progression: The science career offers a modest salary with moderate bonuses and increases over time. This is not a rich Sim's career, but the skills developed during the career can lead to alternate incomes.

SCIENCE CAREER

Level	Position	Work Days	Start Time	Length of Day	Average Daily Pay	Weekly Average Pay	Pension Pay	Metrics for Promotion
1	Test Subject	M, T, W, TH, F	9 AM	5.5	240	1,200	60	Mood, Gardening Skill
2	Lab Tech	M, T, W, TH, F	9 AM	5.5	288	1,440	70	Mood, Gardening Skill
3	Useless Contraption Manipulator	M, T, W, TH, F	9 AM	5.5	346	1,730	90	Mood, Gardening Skill, Handiness Skill
4	Fertilizer Analyst	M, T, TH, F	9 AM	5	485	1,940	100	Mood, Gardening Skill, Handiness Skill
5	Carnivorous Plant Tender	M, T, TH, F	9 AM	5	582	2,328	120	Mood, Gardening Skill, Handiness Skill
6	Aquatic Ecosystem Tweaker	M, T, TH, F	9 AM	5	699	2,796	140	Mood, Gardening Skill, Handiness Skill, Fishing Skill
7	Genetic Resequencer	M, T, TH, F	9 AM	4.5	839	3,356	160	Mood, Gardening Skill, Handiness Skill, Fishing Skill
8	Top Secret Researcher	M, T, TH, F	9 AM	4.5	1,007	4,028	200	Mood, Gardening Skill, Handiness Skill, Fishing Skill
9	Creature-Robot Cross Breeder	M, T, F	9 AM	4.5	1,209	3,627	180	Mood, Gardening Skill, Handiness Skill, Fishing Skill
10	Mad Scientist	M, T, F	9 AM	4.5	1,814	5,442	260	Mood, Gardening Skill, Handiness Skill, Fishing Skill

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

SCIENCE TONES

Tones	Description
Business As Usual	Perform average job duties
Work Hard	Work hard to increase performance, but adds stress
Relax in Specimen Closet	Relax at work. Slower performance, but less stress.
Meet Fellow Scientists	Allows Sim to possibly meet new co-workers that have not already been met outside of work
Hang Out with Fellow Soldiers	Build relationship with co-workers
Assist Boss with Research	Build relationship with boss
Do Independent Experiment	Doing this tone builds toward promotion or at least performance boost

Benefits and Rewards

The benefits of the Science career are plentiful, but you must be attentive to skills to receive the promotions that award them. The immediate skill required for the career is Gardening which can be learned at the science center or through a book. Get a jump on gardening as soon as you join the career. Later in the career, two additional skill comes into play: Handiness and Fishing. At no point are relationships a metric for advancement because, warranted or not, scientists aren't exactly known for their social graces.

TIP

Do not wait until you close in on a promotion that requires Fishing or Gardening to start learning those skills. Develop those skills early.

One of the most useful tones in this career is Do Independent Experiment. While performing this tone, you do side experiments that have a chance of resulting in great things. These experiments take time, though. You will not complete one in just a day. If the project is a success, though, you might get an immediate promotion.

From time to time, scientists will come home with extras in their personal inventories, such as a fish or a harvestable. They tend to be uncommon. Upon reaching level 7 of the career, Genetic Resequencer, the Sim receives one of the following special harvestables: Flame Frut, Life, Money Tree, or Omni Plant.

Perform Experiment On!

Upon reaching the height of the career, the Sim receives a new interaction to perform on household objects: Perform Experiment On. This interaction works on seats, beds, electronics, and appliances. It acts like an upgrade. Once the interaction is complete, the Sim stands back to have a look at what was accomplished. If the upgrade goes well, the following may happen:

- Object gets environmental boost.
- Object broadcasts music, giving all Sims in the area the Enjoying Music moodlet.
- Object earns random upgrade from Handiness upgrade list.
- Object starts broadcasting random moodlets that affect Sims in the room: Attractive, Beautiful Vista, Cheered Up, Comforted, Feeling Lucky, New Car Smell, New Stuff, Oddly Powerful, Tranquil, or Warmed.

Conversely, this interaction can have negative effects, too. These things can go wrong:

- Object catches fire and is burned until useless.
- Object randomly electrocutes Sims who try to use it later.
- Object disappears—forever.
- Object breaks and must be repaired.
- Object starts broadcasting random negative moodlets that affect Sims in the room: Upset, Tastes Like Fridge, Stir Crazy, Offended, Buzz Crash, Horrified, or Disgusted.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

PART-TIME WORK

In addition to these full-time careers, Sims can pick up part-time jobs at the supermarket, cemetery, bookstore, or day spa. These jobs are for just four hours a day, four days a week. These jobs are designed not to interfere with life too much. For example, a teen might take a job at the supermarket that starts after school at 4 PM and lasts until 8 PM. Or an adult could grab a late-night 6 PM to 10 PM gig helping bury bodies at the cemetery.

Part-time jobs include tones, just like the full-time jobs. However, because relationships and skills don't determine job performance, the tones are limited to: Business As Usual (average amount of work), Work Hard (put in extra effort), and Take It Easy (minimal effort). Each part-time job has only three career levels with minimal raises between each promotion. To get ahead at a part-time job, just show up with a good mood and put in a decent day's labor.

Part-time jobs can be quit at the location of employment. All promotions and raises are lost at the moment the Sim quits. The only way to get them back is to start the part-time career over again.

Level	Position	Work Days	Start Time	Length of Day	Average Daily Pay	Weekly Average Pay	Pension Pay	Metrics for Promotion
BOOKSTORE CLERK								
1	Magazine Recycler	M,T,W,TH,F	16	3	90	450	30	Mood
2	Stocker	M,T,W,TH,F	16	3	150	750	40	Mood
3	Book Seller	M,T,W,TH,F	16	3	240	1,200	60	Mood
GRAVEYARD CLERK								
1	Grave Digger	SU,M,TH,F,S	18	3	98	490	30	Mood
2	Gatekeeper	SU,M,T,F,S	18	3	165	825	40	Mood
3	Undertaker	SU,M,T,F,S	18	3	263	1,315	70	Mood
GROCERY CLERK								
1	Shopping Cart Gatherer	M,T,W,TH,F	16	3	90	450	30	Mood
2	Bagger	M,T,W,TH,F	16	3	150	750	40	Mood
3	Produce Washer	M,T,W,TH,F	16	3	240	1,200	60	Mood
SPA RECEPTIONIST								
1	Receptionist 1	SU,M,W,TH,S	15	3	98	490	30	Mood
2	Receptionist 2	SU,M,W,TH,S	15	3	165	825	40	Mood
3	Receptionist 3	SU,M,W,TH,S	15	3	263	1,315	70	Mood
SPA SPECIALIST								
1	Clothes Folder	SU,W,TH,F,S	15	3	98	490	30	Mood
2	Fitting Room Guard	SU,W,TH,F,S	15	3	165	825	40	Mood
3	Seller	SU,W,TH,F,S	15	3	263	1,315	70	Mood

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

School



Children and teens have a different set of obligations from adult Sims—they must regularly attend school. Just showing up isn't enough, though. Students must complete homework to improve grades. Good grades are more than just a point of pride, too. Good grades lead to improved mood and the chance to select a new trait when the student ages up.

- **School Schedule:** Always Monday through Friday, but hours vary slightly depending on age. Children are in elementary school from 9 AM to 3 PM. Teens are in high school from 9 AM to 2 PM.

Much like a career, school has specific requirements for getting ahead and metrics for judging performance. For school, grades are the rating. Tones you use at school guide behavior and have a deep effect on performance. Here are the tones for school:

- **Normal Effort:** This tone puts in an average amount of work at school and does not add too much stress.
- **Work Hard:** Working Hard is a good way to increase performance, but it adds a lot of stress, which often results in the Stressed Out moodlet. After school, you need to relax and reverse the negative moodlet.
- **Slack Off:** Stressed students can reverse the effect by choosing this tone. Very little work gets done, so performance does not increase by much.
- **Meet New Friends:** This is a great way to socialize in school and develop budding relationships with new students. If you successfully meet another student, there is a good chance that you will either bring that new friend home or be invited to the friend's home. (See Friends After School below.)
- **Talk to Friends:** Talking to Friends at school is a good way to potentially increase your Sim's friendship rating of with another of the same age. This increases the chance you will be invited to a friend's house or invite a friend back to yours.
- **Sleep in Class:** If a student reports to school sleepy, then this tone becomes available to combat the effects of being tired. If the student is Exhausted, this tone happens automatically at random times. There is a risk of being caught while sleeping, though. If caught, the student is given detention.
- **Work Late on Homework:** If the student comes to school with incomplete homework, they can use this tone to try and finish it while at school. Overall performance will not rise as much as a Normal Effort, though.

Homework



The first time students go to school, they receive a small homework booklet. This booklet is placed in the student's personal inventory and can be used via the new Do Homework interaction. Completing homework is essential for raising grades at school, so make sure to allot extra time in the afternoons and evenings for homework.

CAUTION

Doing homework lowers the Fun need and can sometimes cause the Stressed Out moodlet.

When you choose to Do Homework, the student finds a seat somewhere on the lot and starts scribbling in the booklet. A meter appears over the student's head, just like a Sim trying to complete any task.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

TIP

The Logic skill helps the student complete homework faster. Using the Ask for Help with Homework interaction also increases the speed of doing homework as long as the Sim invited to help is in a good mood.

If the student finishes their homework before the next school day, their performance goes up, Coupled with being in a good mood, this can raise a grade. If the homework is only partially done, the performance boost is only modest. If the student does no homework and does not work on it at all in school the next day, their performance takes a significant hit and grades can potentially fall.

CAUTION

You can actually cheat on homework, but it's risky. Use the Copy Sim's Homework interaction on the homework of another student. This tags your homework as cheating, and if you are caught, you're given detention.

Detention

A student caught sleeping in class or copying homework is punished with detention. Detention keeps the student after school for a few hours, which can interfere with a part-time job. While staying late, the student cannot choose their tone and they will not see any improvement in grades or performance. When detention is over, the schoolbus takes the student home.

NOTE

Detention also results in a mood hit due to the Detention moodlet.

Grades

All students start school the first day with a C. Doing well in school raises that to a B and then an A. Doing poorly drops it down to an F. Grades are the culmination of mood and homework completion. If you keep reporting to school with a good mood and complete homework, you will get an A. Keep that A up for three days in a row to get the Honor Roll moodlet. Every day after getting the Honor Roll moodlet that you maintain the A, you keep the moodlet. If you drop back down to a C, though, you must maintain an A for three straight days to get the Honor Roll award back.

If you do not do homework, get caught cheating repeatedly, or go to school in a poor mood, your grade will slip down to an F. The first time you get an F, you are warned that unless measures are taken, there will be consequences. The next F results in the Failing moodlet.

Grades are very important during age transitions, so pay attention to the age of the student and try to have an A when the student moves into the next phase of life. If you have an A when the child becomes a teen or the teen becomes a young adult, then you get to select the trait awarded during the age transition. If the student has a F, then the student is assigned a bad trait. If the student has a C at the time of transition, then the trait is random—could be positive, could be negative.

Friends After School



Making friends at school satisfies the student's Social need. Students sometimes bring another student home from school with them or are invited to another student's house to play. You choose whether or not to go home with another student for a couple hours. Doing so and then engaging in socials at the friend's house is a good way to improve a relationship.

One factor that determines the chance of this happening in the distance between the homes of the students. Students who go to each other's houses will live within a reasonable distance from each other. The closer the other student, the more likely an invitation is.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Opportunities

From time to time, your Sims encounter special chances to earn extra money, boost work performance, and earn all sorts of goodies. These special events are called opportunities. We covered the basics of opportunities in the previous chapter—you can deny them without consequence, some of them are timed, and you can only have one opportunity at a time in the career, skill, and special categories.

Completing opportunities is a great way to make your Sim happy. So, here are full lists of every opportunity in Sunset Valley and Riverview, broken down by skill and career. Each list details the name of the opportunity, hints for accomplishing it, and the reward.

Skill Opportunities

Developing a skill leads to opportunities that will further the skill. You may not see all of the opportunities associated with a skill as you develop it. You may only see two or three. But when you do receive a skill opportunity, definitely pursue it to advance the skill.

ATHLETIC SKILL

Opportunity	Hint	Reward	Extra Reward
Adonis in the Making	Train until you can't possibly become more muscular, then head back to the Stadium to earn your cash bonus.	§2,400	
Flex and Bend	Train [Sim Name] on the exercise machine for [*X* amount of time] to earn some cash and improve your relationship.	§350	Relationship w/ Sim +30
Bounce the Crowd	Work as Bouncer at the Theatre before time runs out to earn some cash on the side.	§500	
The Complete Circuit	Work Out using the TV or stereo, and swim for 30 minutes to earn a cash bonus.	§300	
Jog Everywhere	Jog [*X* amount of time] then return the device for a cash prize.	§550	
Add It Up	Improve your Athletic skill by one level, then return to the Stadium for a cash reward.	§350	
Going Pro	Go to the Stadium and get a job in the Professional Sports career to earn starting cash and performance bonuses.	§250	Performance +25
Bend and Flex	Train [Sim Name] for [*X* amount of time] to earn some cash and improve your relationship.	§250	Relationship w/ Sim +30
Frequent Fatigue	Work out until Fatigued *X* times then return to the Stadium to earn a cash prize.	§400	
Bursting with Energy	Work Out until you become Pumped to improve your Athletic skill.	Athletic Skill +5	Oddly Powerful Moodlet
Sprint to the Finish!	Work Out using the Quick Burst tone for [*X* amount of time] to improve your Athletic skill.	Athletic Skill +5	
At the Health Seminar	Lecture at Seminar at the hospital before time runs out to earn some cash.	§250	Relationship w/ Sim +30
Muscle Showdown	Attend Competition at the Stadium before time runs out to improve your Athletic skills and win a cash prize.	§750	Athletic Skill +10

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

ATHLETIC SKILL, CONTINUED

Opportunity	Hint	Reward	Extra Reward
Push It!	Work Out using the Push Self option for [*X* amount of time] to improve your Athletic skill.	Athletic Skill +8	
No Sweat!	Work Out using the Don't Break a Sweat option for [*X* amount of time] to improve your Athletic skill.	Athletic Skill +5	

CHARISMA

Opportunity	Hint	Reward	Extra Reward
Bestest Friends	Become Best Friends with [Sim Name] to improve your Charisma skill.	Charisma Skill +10	
Just Business	Give Presentation at the Business Office before time runs out to earn some money and improve your Charisma skill.	§500	
Allow Me to Introduce Myself	Use Charming Introduction on a stranger to improve your relationship.	Relationship w/ Sim +25	
A Charming Experiment	Assist Experiment at the Science Facility before time runs out to earn a cash reward.	§1,000	
Getting to Know...You	Get to Know [Sim Name] to earn some cash and improve your relationship.	Relationship w/ Sim +25	
Lobster Crisis	Negotiate Lobster Crisis at the Supermarket before time runs out to earn a cash reward.	§2,000	
Looking for a Friend	Become Friends with [Sim Name] to improve your Charisma skill.	Relationship w/ Sim +10	
Charismatic Cash	Improve your Charisma skill by one level and return to City Hall to receive a cash reward.	§1,000	
Tough Negotiating	Teach Negotiation at the Police Station before time runs out to earn a cash bonus and improve your Charisma skill.	§1,000	Charisma Skill +10
A Public Speaking Event	Give Speech at City Hall before time runs out to improve your Charisma skill.	Charisma Skill +10	
Smooth, Like Verbal Butter	Use Smooth Recovery to earn some cash.	§1,000	
Star Study!	See a Play or Concert at the Theatre to earn some cash and improve your Charisma skill.	§1,000	Charisma Skill +10
Muscle Showdown	Attend Competition at the Stadium before time runs out to improve your Athletic skills and win a cash prize.	§750	Athletic Skill +10
Push It!	Work Out using the Push Self option for [*X* amount of time] to improve your Athletic skill.	Athletic Skill +8	
No Sweat!	Work Out using the Don't Break a Sweat option for [*X* amount of time] to improve your Athletic skill.	Athletic Skill +5	

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

COOKING SKILL

Opportunity	Hint	Reward	Extra Reward
Hot Dogs, Please	Prepare Hot Dogs on the grill and bring them in your inventory to [Sim Name] to earn some cash.	§250	
A Life Giving Recipe	Deliver Ambrosia to the Hospital before time runs out to earn a cash reward, and save a life!	§3,000	
From One Chef to Another	Share Cooking Tips with [Sim Name] to improve your Cooking skill and boost your relationship.	Relationship w/ Sim +15	Cooking Skill +15
Fresh Cookies for Sale!	Deliver Cookies at the School to earn some money.	Variable §	Variable §
Excellence You Can Taste!	Prepare an excellent group meal and bring it to [Sim Name] before time runs out to earn some cash.	Variable §	
A Favorite Meal	Prepare [set recipe] and bring it to [Sim Name] before time runs out to earn money, improve your Cooking skill, and boost your relationship with [Sim Name].	Variable §	
The Greatest Food Ever	Prepare a great group meal and bring it to [Sim Name] before time runs out to earn some cash.	Variable §	
Burgerlicious	Prepare a group serving of Burgers on the grill and bring them in your inventory to [Sim Name] to earn some cash.	§400	
Great Gooey Cheesesteaks	Prepare Cheesesteak Sandwiches on the grill and bring them in your inventory to [Sim Name] to earn some cash.	§700	
Swim Into the Grill	Prepare a group serving of Grilled Salmon on the grill and bring it in your inventory to [Sim Name] to earn some cash.	§1,000	
One, Two, Tri-Tip Steaks	Prepare a group serving of Tri-Tip Steaks on the grill and bring them in your inventory to [Sim Name] to earn some cash.	§1,000	
Nice!	Prepare a nice group meal and bring it to [Sim Name] before time runs out to earn some cash.	Variable §	
That's Outstanding!	Prepare an outstanding group meal and bring it to [Sim Name] before time runs out to earn some cash.	Variable §	
Perfection from the Pan	Prepare a perfect group meal and bring it to [Sim Name] before time runs out to earn some cash.	Variable §	
Borrowing Ingredients	Bring a tomato to [Sim Name] and Share Ingredients to earn some money and improve your Cooking skill and relationship.	§500	Cooking Skill +10, Relationship w/ Sim +15
Burgers for Sims in Uniform	Deliver Burgers to the Police Station before time runs out to improve your Cooking skill.	Cooking Skill +15	Relationship w/ Sims @ Police Station
The Dish Showdown	Enter Dish at the restaurant before time runs out to earn a cash prize.	Variable §	
Very Nice!	Prepare a very nice group meal and bring it to [Sim Name] before time runs out to earn some cash.	Variable §	

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

FISHING SKILL

Opportunity	Hint	Reward	Extra Reward
Monster from the Deep	Catch Behemoth at the Science Facility before time runs out to earn some money.	§4,000	
Say Hello to My Little Fish	Catch a Black Goldfish and Sell Black Goldfish at the Police Station to earn some money.	Variable §	§650
Funny Looking Fish	Catch a Tragic Clownfish and Sell Clownfish at the Theatre to earn some money.	Variable §	§250
Aquarium Fishing	Attend Fishing Competition at the Supermarket before time runs out to catch an assortment of fish.	§1,000	5 Random Fish
Fishing for Suits	Teach Fishing Seminar at the Business Office before time runs out to earn some money.	§1,000	
Piscine Perfection	Catch a perfect fish and Sell Fish at the Supermarket to earn some money.	Variable §	
An Excellent Catch	Catch an excellent fish and Sell Fish at the Supermarket to earn some money.	Variable §	
Heaps of Fresh Fish	Catch 15 fish, then Sell Fish at the Supermarket to earn some money.	Variable §	
Lobsters in Demand!	Catch a Lobster and Sell Lobster to the Supermarket to earn some money.	Variable §	§100
That's a Nice Fish!	The fish you caught was exactly what the Supermarket's rather odd patron was looking for! You really saved the supermarket's fishy hide, so it only makes sense to pay you for your help.	Variable §	
Lots of Fresh Fish	Catch 6 fish, then Sell Fish at the Supermarket to earn some money.	Variable §	
Fresh Fish	Catch 3 fish, then Sell Fish at the Supermarket to earn some money.	Variable §	
A Plumber and Fisherman	Unclog Pipes at City Hall before time runs out to earn some money.	§500	1 Random Fish
A Fish of Life and Death	Catch a Deathfish and Deliver Deathfish at the Science Facility to earn some money.	Variable §	§350
Robot Fish v2.0	Catch a Robot Fish and Sell Robot Fish at the Science Facility to earn some money.	Variable §	§350

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

GARDENING SKILL

Opportunity	Hint	Reward	Extra Reward
An Apple a Day	Deliver *X* Very Nice (or better) apples to the restaurant to earn some money.	Variable §	§250
A Bag of Produce	Harvest *X* Very Nice (or better) fruits and vegetables and Deliver Harvest to the restaurant to earn some fresh produce.	3 Random Rare Harvestables	1 Random Special Harvestables
A Just-In-Time Harvest	Harvest *X* Very Nice (or better) fruits and vegetables and Deliver Harvest to the Supermarket before time runs out to earn some money.	Variable §	§300
Excellent Veggies	Deliver *X* Excellent fruits or vegetables to [Sim Name] to earn some money.	Variable §	§400
Garlic Goodness	Deliver *X* Very Nice (or better) bulbs of garlic to the restaurant to earn some money.	Variable §	§500
Grape-Aid	Deliver *X* Very Nice (or better) grapes to the restaurant to earn some money.	Variable §	§250
Absolutely Great Produce	Deliver *X* Great fruits or vegetables to [Sim Name] to earn some money.	Variable §	§300
Extreme Life Insurance	Give [Sim Name] a Death Flower before time runs out to earn some money.	Variable §	§500
Lettuce Help Out	Deliver *X* Very Nice (or better) heads of lettuce to the restaurant to earn some money.	Variable §	§250
The Fruit of Life	Give [Sim Name] a Life Fruit before time runs out to earn some money.	Variable §	§500
Limes Are Key	Deliver *X* Very Nice (or better) Limes to the restaurant to earn some money.	Variable §	§350
A Nice Harvest	Deliver *X* Nice fruits or vegetables to [Sim Name] to earn some money.	Variable §	
Don't Cry	Deliver *X* Very Nice (or better) onions to the restaurant to earn some money.	Variable §	§350
Outstanding Tasting Ingredients	Deliver *X* Outstanding fruits or vegetables to [Sim Name] to earn some money.	Variable §	§400
Fruit Flambe	Grow 6 Flame Fruit of Nice quality and Deliver Produce at the Business Office before time runs out to earn some money.	Variable §	
Peppers on Parade	Deliver *X* Very Nice (or better) peppers to the restaurant to earn some money.	Variable §	§350
Perfect Produce	Deliver *X* Perfect fruits or vegetables to [Sim Name] to earn some money.	Variable §	§1,000
Fresh Taters	Deliver *X* Very Nice (or better) potatoes to the restaurant to earn some money.	Variable §	§350
Uncommonly Good	Bring 20 harvested items of Excellent quality to the restaurant and Deliver Produce to learn how to plant some interesting things.	Move to Outstandingly Rare Opportunity	

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

GARDENING SKILL, CONTINUED

Opportunity	Hint	Reward	Extra Reward
Outstandingly Rare	Bring 10 Excellent quality cheeses to the restaurant and Deliver Produce to learn how to plant some interesting things.	Move to The Omnificent Plant Opportunity	
The Omnificent Plant	Bring 10 Outstanding steaks to the restaurant and Deliver Produce to learn how to plant the Omni Plant.	2 Omni Plants Seeds	
Fresh Tomato Sauce	Deliver *X* Very Nice (or better) tomatoes to the restaurant to earn some money.	Variable §	§250
Ingredients Ripe for the Eating	Deliver *X* Very Nice fruits or vegetables to [Sim Name] to earn some money.	Variable §	
Seed Spittin' Made Easy	Deliver *X* Very Nice (or better) watermelons to the restaurant to earn some money.	Variable §	§300

GUITAR SKILL

Opportunity	Hint	Reward	Extra Reward
Local Musician Showdown	Play in Contest at the Theatre before time runs out to earn the cash prize.	§2,500	
I Got Your Back...Up	Perform with Symphony before time runs out at the Theatre to earn some money.	§1,000	
The Social Event of the Season	Play the guitar at [Sim Name]'s home during the party on [specific date] to earn some money.	§1,400	Relationship w/ Sim +25
In the End	Perform for Party at the Business Office before time runs out to earn some money.	§500	
Raise the Fun(d)	Perform for Fundraiser at the restaurant before time runs out to earn some money.	§1,000	Composition
Guitar Up!	Improve your Guitar skill by one level to receive a new composition.	Composition	
Tons of Tips	Earn [*X* amount of §] in tips to improve your relationship with [Sim Name] and earn some money!	§1,000	Relationship w/ Sim +20
Jammin' on the Streets	Earn [*X* amount of §] in tips to improve your relationship with [Sim Name] and earn some money!	§300	Relationship w/ Sim +15
Sorting the Section	Help Organize Music at the Bookstore before time runs out to earn some money.	§450	Composition
Some Hogan Rock	Attend Seminar at the Bookstore before time runs out to receive a little inspiration.	Buff, Inspired	
Musical Assembly	Perform at Assembly at the School to earn some money.	§500	
Guitar in the House	Play the guitar at [Sim Name]'s home during the party on [specific date] to earn some money.	§500	Relationship w/ Sim +20

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

HANDINESS

Opportunity	Hint	Reward	Extra Reward
Settle an Argument	Speak to [Sim Name] and Convince Technology is Great to earn some money and improve your relationship.	§250	Relationship w/ Sim +25
Fix the Election... Machines	Fix Election Machines at City Hall before time runs out to earn some money.	§1,400	
Fix Before Jail Break	Fix Lock Mechanism at the Police Station before time runs out to earn some money.	§800	
Vegetized Plumbing	Fix Plumbing at the restaurant to earn some money.	§350	
De-Worming	Stop Wormholes at the Science Facility before time runs out to earn some money.	§2,400	
Substitute Instructor	Provide Handiness Instruction at the Military Base before time runs out to earn some money.	§800	
Bad Reception	Repair the TV and return it to [Sim Name] earn some money.	§500	
No Jams, No Fun	Repair the stereo and return it to [Sim Name] to earn some money.	§600	
Broken Laptop	Repair the laptop and return it to [Sim Name] to earn some money.	§1,200	
Handiness How-To	Give Handiness Presentation at the School before time runs out to earn some money.	§400	
Bring Back the Jams	Upgrade the stereo and bring it back to [Sim Name] to earn some money.	§600	
Shower Upgrade	Upgrade the shower and return it to [Sim Name] to earn some money.	§1,250	

LOGIC SKILL

Opportunity	Hint	Reward	Extra Reward
Taking Down Sinclair	Challenge Argyle Sinclair at the Theatre before time runs out to earn some money.	§2,500	
Fixing the Books	Assist Accountants at the Business Office to earn some money.	§750	
Settle an Argument	Speak to [Sim Name] and Convince Logic is Great to improve your relationship.	Logic Skill +10	Relationship w/ Sim +20
A Stimulating Experiment	Participate in Study at the Science Facility before time runs out to earn some money.	§600	
Becoming More Logical	Improve your Logic skill by one point and report back to the Science Facility to earn some money.	§750	
Logic 101	Teach Logic Class at the School to earn some money.	§600	
Puzzle Panic	Assemble Puzzles at the Supermarket to earn some money.	§400	
Riddle Away	Compete in Contest at the Bookstore before time ends to earn some money and improve your Logic skill.	§1,500	Logic Skill +10
Fixing the Celestial Slump	Search Galaxy on your own telescope to earn some money and improve your Logic skill.	§500	Logic Skill +10
Logic Tutoring	Skill tutor [Sim] and then report back to [location] to earn some cash.	§2,000	

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

LOGIC SKILL, CONTINUED

Opportunity	Hint	Reward	Extra Reward
Tutor Me Please	Tutor [Sim Name] to improve your relationship and earn some money.	§250	Relationship w/ Sim +30
The Great Argyle Sinclair	Watch Argyle Sinclair at the Bookstore before time runs out to earn some money.	Logic Skill +5	§2,000

PAINTING SKILL

Opportunity	Hint	Reward	Extra Reward
Interior Decor	Deliver Paintings worth at least [*X* amount of §] to the restaurant to earn some money and improve your relationship with the restaurant employees.	Variable §	Relationship w/ Sims at Restaurant
The Business of Decor	Deliver 10 Paintings to the Business Office to earn some money and improve your relationship with the office employees.	Variable §	Relationship w/ Sims at Business Tower
Painting the City	Deliver Paintings to City Hall. The city needs 15 paintings, for which they will pay you a large sum of money.	Variable §	Relationship w/ Sims at City Hall
The Study of Art	Submit a Painting worth at least §1,000 at the Science Facility to earn some cash.	Variable §	
A Large Painting	Paint a large painting and give it to [Sim Name] to earn some money.	Variable §	
A Medium Painting	Paint a medium painting and give it to [Sim Name] to earn some money.	Variable §	
Art Class	Teach Art Class at the School before time runs out to improve your Painting skill.	Painting Skill +10	Relationship w/ Sims at School
Fresco Fest	Assist Painter at City Hall before time runs out to increase the value of all of your future paintings.	Painting Value Boost	
Local Artists Gallery	View Gallery at the Business Office before time runs out to improve your Painting skill and increase the value of your next painting.	Painting Value Boost	Painting Skill +10
A Small Painting	Paint a small painting and give it to [Sim Name] to earn some money.	Variable §	
A Retreat to Inspiration	Attend Retreat at the Bookstore before time runs out to obtain a little inspiration.	Pumped Moodlet	

WRITING SKILL

Opportunity	Hint	Reward	Extra Reward
Your Autobiography	Write an Autobiography to improve your relationship with [Sim Name] and earn some money.	§500	Relationship w/ Sim +20
A History of One	Write a biography about [Sim Name] on your computer and deliver a copy to improve your relationship and earn some money.	Relationship w/ Sim +10	Variable §
Book Donation	Bring three books you've written and Donate Books at City Hall to be viewed as Charitable.	Charitable Moodlet	

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

WRITING SKILL, CONTINUED

Opportunity	Hint	Reward	Extra Reward
Add a Little Drama	Write a Drama novel to earn some money and improve your relationship with [Sim Name].	§500	Relationship w/ Sim +20
Hopefully You Like Orks	Write a Fantasy novel to improve your relationship with [Sim Name] and earn some money.	§500	Relationship w/ Sim +20
The Prolific Writer	Write enough books to earn a weekly royalty of [*X* amount of §] to permanently increase your royalty checks.	10% Royalty Increase	
Correcting Past Mistakes	Write a book that earns [*X* amount of §] in weekly royalty checks to improve your relationship with [Sim Name], as well as to improve the quality of your future books.	Book Quality Increase	Relationship w/ Sim +20
A History of the Times	Write a History book to improve your relationship with [Sim Name] and earn some money.	§500	Relationship w/ Sim +20
It's a Living	Write enough books to earn a weekly royalty of [*X* amount of §] to permanently increase your royalty checks.	10% Royalty Increase	
A Masterpiece	Write a Masterpiece to improve your relationship with [Sim Name] and earn some money.	§1,200	Relationship w/ Sim +20
The Great Novelist	Write enough books to earn a weekly royalty of [*X* amount of §] to permanently increase your royalty checks.	10% Royalty Increase	
A Few Pages of Satire	Write a Satire novel to improve your relationship with [Sim Name] and earn some money.	§500	Relationship w/ Sim +20
To Boldly Go	Write a Science Fiction novel to improve your relationship with [Sim Name] and earn some money.	§250	Relationship w/ Sim +20
The Glory of Vaudeville	Write a book of Vaudeville to improve your relationship with [Sim Name] and earn some money.	§600	Relationship w/ Sim +20

Career Opportunities

As you work your way up the career ladder, opportunities directly related to the career will be offered. You are not required to accept these opportunities. Rejecting them will not result in a demotion or termination. However, completing them will almost always lead to improved performance at work and/or a promotion. The promotion may not occur the moment you complete the opportunity, but the extra effort will be recognized and noted.

BUSINESS OPPORTUNITIES

Opportunity	Hint	Reward	Extra Reward
The Wright Opinion	Read The Wright Papers before time runs out to earn some cash.	§500	
The Goth Way?	Read The Goth Account before time runs out to earn some cash.	§500	
Graab It Up	Read Landgraab Financial before time runs out to earn some cash.	§500	
Bathroom Gallery	Bring a painting of your own creation to work with you to improve your office popularity.	Co-Worker Relationship +15	

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

BUSINESS OPPORTUNITIES, CONTINUED

Opportunity	Hint	Reward	Extra Reward
Marketing Material	Bring a painting of your own creation to work with you to improve your job performance.	Performance +25	§500
The Face of the Company	Bring a painting worth at least [*X* amount of §] of your own creation to work with you to earn a cash bonus.	Performance +30	§2,000
Boardroom Beautification	Bring a painting worth at least [*X* amount of §] of your own creation to work with you to earn a raise.	Raise	
Sealing the Deal	Sign Acquisition Deal at the Business Office to earn a cash bonus and raise.	Raise	§2,000
Making Coffee the Executive Way	Read Caffeine Culture to improve your job performance and increase your relationship with your boss.	Performance +15	Boss Relationship +25
A Farewell to Paper	Read Going Paperless to improve your job performance and increase your relationship with your boss.	Performance +15	Boss Relationship +25
Inflate Away	Read Bloviation on Hyperinflation to improve your job performance and increase your relationship with your boss.	Performance +15	Boss Relationship +25
Special Is, Special Does	Read You Are Special to improve your job performance and increase your relationship with your boss.	Performance +20	Boss Relationship +25
You're Liable for This	Read Limiting Liability to improve your job performance and increase your relationship with your boss.	Performance +20	Boss Relationship +20
No Whistles Here	Read Woes of Whistle Blowing to improve your job performance and increase your relationship with your boss.	Performance +20	Boss Relationship +20
No Shelter Here	Read Yay, Tax Shelters! to improve your job performance and increase your relationship with your boss.	Performance +20	Boss Relationship +20
Handling the Restructure	Read ABCs of Downsizing to improve your job performance and increase your relationship with your boss.	Performance +20	Boss Relationship +20
Making Nice with the Newsies	Make [Sim Name] your [set relationship level] to earn a job performance increase.	Performance +25	
Outflanking the Military	Make [Sim Name] your [set relationship level] to earn a job performance increase.	Performance +35	
Hospital Delivery	Deliver Dossier at the Hospital to earn a raise.	Raise	
Scientific Documents	Deliver Dossier at the Science Facility to earn a raise.	Raise	
Political Influence	Deliver Dossier at City Hall to earn a raise.	Raise	
Top, Top Secret	Deliver Dossier at the Military Base to earn a raise.	Raise	
Branding Bonanza Brainstorm	Hold Meeting at the Stadium to improve your work relationships.	Co-Worker Relationship +20	

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

BUSINESS OPPORTUNITIES, CONTINUED

Opportunity	Hint	Reward	Extra Reward
Squabbling Scientist Settlement	Hold Meeting at the Science Facility to earn a cash bonus and increase your job performance.	§500	Performance +20
Hospitality: A Conscious Choice	Hold Meeting at the Hospital to earn a cash bonus and increase your job performance.	§1,000	Performance +20
The Status of Statutes	Hold Meeting at City Hall to earn a cash bonus and increase your job performance.	§1,200	Performance +20
Military Intelligence	Hold Meeting at the Military Base to earn a cash bonus and raise.	§2,000	Raise
Seeking More Favorable Taxes	Lobby for Tax Reforms at City Hall before time runs out to earn a raise.	Raise	
It's All About Who You Know	Make [Sim Name] your [set relationship level] to earn a raise.	Raise	
Schmoozing the Political Machine	Make [Sim Name] your [set relationship level] to earn a raise.	Raise	
Merging Toward Overtime	Stay at work until closing time to improve your relationship with co-workers.	Co-Worker Relationship +20	
A Fun Gathering of Suits	Throw a party with [Sim Name] on the invite list to increase your office popularity.	Co-Worker Relationship +20	

CRIMINAL OPPORTUNITIES

Opportunity	Hint	Reward	Extra Reward
Grabbing the Llama	Steal Llama at City Hall to attempt to steal one of the precious Golden Llamas.		§4,000
Bouncer Duty	Bounce Competition at the [set location] to work as a bouncer at the Criminal Dance Competition.	§1,500	Co-Worker Relationship +25
Welcome to the Family	Read Dos and Don'ts of the Dons and return to work.	Performance +15	Boss Relationship +25
Wallets Up for Grabs	Read Adapting to the Wallet Environment and return to work.	Performance +15	Boss Relationship +25
Evolution?	Read From Goon to Made Man: Thuggery Evolved and return to work.	Performance +15	Boss Relationship +25
Payment Options	Read Make 'Em Pay and return to work.	Performance +20	Boss Relationship +25
Labeling Things	Read Losing the Huckster Label and return to work.	Performance +20	Boss Relationship +20
Presenting a Portfolio to Clients	Read Snake Oil and Other Sound Investments and return to work.	Performance +20	Boss Relationship +20

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

CRIMINAL OPPORTUNITIES, CONTINUED

Opportunity	Hint	Reward	Extra Reward
Oh, It's Advanced Alright	Read Advanced Combinatorials and return to work.	Performance +20	Boss Relationship +20
Irreplaceable	Read Making Yourself Indispensable and return to work.	Performance +20	Boss Relationship +20
Nimble Like a Cat	Read The Mythical Hot Tin Roof and return to work.	Performance +20	Boss Relationship +20
The Coup	Read Hostile Takeover: When to Make the Move to improve your job performance and relationship with your boss.	Performance +20	Boss Relationship +20
Simoleons Under the Table	Drop Off Bribe at City Hall to earn a job performance increase at work.	Performance +20	Boss Relationship +20
Case the Joint	Case Joint at the [set location] to earn a job performance increase.	§1,000	Performance +25
A Package for You	Deliver Package at the [set location] to earn a cash reward.	§250	
Thief Like There's No Tomorrow	Attend Competition at the [set location] to compete in the Thievery Competition.	§2,000	Co-Worker Relationship +25
Friends for Life	Make [Sim Name] your [set relationship level] to earn a job performance increase and relationship boost with the boss.	Boss Relationship +25	Performance +25
Extra Muscle	Assist Heist at the [set location] before time runs out to earn a cash bonus.	§350	
Criminals, Partners, Friends	Make [Sim Name] your [set relationship level] to earn a job performance increase and favor with the boss.	Performance +20	Boss Relationship +25
Shouting Contest	Make [Sim Name] your [set relationship level] to earn a cash reward and a job performance increase.	§1,500	Performance +25
Counting the Loot	Stay late to improve your relationship with your the gang.	Co-Worker Relationship +20	
Tools of the Trade	Pick Up Tools from the [set location], then return to work with them to earn a raise.	Raise	Boss Relationship +20
The Most Evilest Plan	Execute Evil Plan at the Military Base to attempt to take over the world with your nefarious scheme.	§4,000	

CULINARY OPPORTUNITIES

Opportunity	Hint	Reward	Extra Reward
Working Alongside Friends	Make [Sim Name] your [set relationship level] before time runs out to earn a performance boost. Good Job!	Performance +25	
Overtime Hours	Stay at work late to help out and earn a relationship boost with your co-workers.	Co-Worker Relationship +20	

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

CULINARY OPPORTUNITIES, CONTINUED

Opportunity	Hint	Reward	Extra Reward
Learn a Recipe	Read the [recipe] recipe and return to work to earn a cash reward.	Cooking Skill +10	§800
Best of the Best	Prepare a dish, then return to work with it before time runs out to be rewarded based on the quality of the dish.	Cooking Skill +10	
Serving the Masses	Prepare two group servings of [set recipe] and bring them to work with you to earn boosts to your performance and Cooking skill.	Performance +25	Cooking Skill +15
Bring the Buffet	Prepare two group servings of [set recipe] and bring them to work with you before time runs out to earn boosts to your performance and Cooking skill.	Performance +25	Cooking Skill +15
Burners Down!	Prepare two group servings of [set recipe] and bring them to work with you before time runs out to earn boosts to your performance and Cooking skill.	Performance +25	Cooking Skill +15
Some Reading Material	Read Secrets of the Master Chef before time runs out to earn a job performance boost.	Performance +25	
All-New Bi-Pedal Dishwashing Machine	Clean all of the dishes in your inventory before your next shift to earn a job performance increase.	Performance +25	
A Sweet Jam	Play Gig at the restaurant before time runs out to earn a cash bonus.	§600	
A Mouthful of Rock	Play Gig at the restaurant before time runs out to earn a cash bonus.	§600	
Appetizing Music	Play Gig at the restaurant before time runs out to earn a cash bonus.	§600	
A Divine Meal	Prepare Ambrosia and bring it to work with you before time runs out to earn a raise.	Raise	
A Lot of Bad Apples	Plant the provided Bad Apple, then bring 10 apples that are of bad (or worse) quality to work before time runs out for a job performance boost.	Performance +20	
The Feast of Ages	Prepare Feast at City Hall before time runs out to earn a large cash bonus.	§3,000	
Blown Away	Use Sushi as bait to catch a Blowfish, then return to work with it to earn a raise.	Raise	
Insider Dining	Eat with Others at the restaurant to improve your work performance.	Performance +20	
Corporate Dining	Eat with Others at the restaurant to improve your work performance.	Performance +20	
On-the-Clock Dinner Date	Eat with Others at the restaurant to improve your work performance.	Performance +20	
The Evolution of Sushi	Catch 5 [fish type]s and bring them to work before time runs out to earn boosts to your performance and Cooking skill.	Performance +30	Cooking Skill +20

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

CULINARY OPPORTUNITIES, CONTINUED

Opportunity	Hint	Reward	Extra Reward
Caterer of Festivities	Prepare three group meals, then Cater Party at City Hall with the meals before time runs out to earn a cash bonus.	Cooking Skill +10	
Catfish for the Chef	Catch an Alley Catfish using the cheese as bait, then return to work with the fish for a cash reward.	§500	Performance +20
Harvesting the Best	Plant the Great [harvestable] to grow an Excellent [harvestable], then bring it with you to work before time runs out to earn a raise.	Raise	
A Catering Fracas	Cater Event at the Business Office before time runs out to increase your relationship with your boss and earn a cash bonus.	Boss Relationship +20	§500
Catering Time!	Get to the party to help cater before time runs out.	Boss Relationship +25	§500
Spying on the Cuisine	Dine at the other restaurant alone or with a guest, then return to work to earn a job performance increase.	Performance +25	
Rock and Sushi Roll	Catch two fish and turn In the fish at the restaurant to earn a performance boost and a cash bonus!	Performance +25	§500
Cooking with the Best	Prepare a group meal using the Excellent ingredients provided, then bring it back to work before time runs out for a skill increase and to earn a Perfect ingredient.	Random Perfect Special Harvestable	Random Very Nice Special Harvestable

JOURNALISM OPPORTUNITIES

Opportunity	Hint	Reward	Extra Reward
Reform Bill Amended by Fisticuffs	Get Exclusive Story at City Hall before time runs out to earn a raise and a job performance increase.	Raise	Performance +35
ER Explosion Sends Bedpans, Doctors Flying	Get Exclusive Story at the Hospital before time runs out to earn a raise and a job performance increase.	Raise	Performance +35
Robot Fish Revolt	Get Exclusive Story at the Science Facility before time runs out to earn a raise and a job performance increase.	Raise	Performance +35
Why Did the Journalist Cross the Road?	Read Street or Sidewalk: A Cautionary Tale and return to work.	Performance +15	Boss Relationship +25
Check This	Read Faster Checking Through the Power of Word Processing and return to work.	Performance +15	Boss Relationship +25
The Right Way to Borrow	Read Avoiding Plagiarism and return to work.	Performance +15	Boss Relationship +25
Digitizing Your Notes	Read From Notepad to Laptop and return to work.	Performance +20	Boss Relationship +25
A Tad Vague	Read 101 Ways to Be Vague and return to work.	Performance +20	Boss Relationship +20
It Was All Yellow	Read The Finer Points of Yellow Journalism and return to work.	Performance +20	Boss Relationship +20

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

JOURNALISM OPPORTUNITIES, CONTINUED

Opportunity	Hint	Reward	Extra Reward
Weathering the Storm	Read Fronts and Barometrics: Excellence Through Jargon and return to work.	Performance +20	Boss Relationship +20
Right and Wrong	Read Right and Wrong and Its Use in Important Stories and return to work.	Performance +20	Boss Relationship +20
Broken News	Read How to Fix It When News Breaks and return to work.	Performance +20	Boss Relationship +20
Quite the Charmer	Improve your Charisma skill in order to improve job performance.	Performance +20	Boss Relationship +25
Military Mishap	Check Lead at the Military Base before time runs out to earn a job performance boost and raise.	Performance +30	Raise
Bad News Bookstore	Check Lead at the Bookstore before time runs out to earn a job performance boost and raise.	Performance +30	Raise
Supermarket Status	Check Lead at the Supermarket before time runs out to earn a job performance boost and raise.	Performance +30	Raise
Business As Usual?	Check Lead at the Business Office before time runs out to earn a job performance boost and raise.	Performance +30	Raise
Theatre Terror	Check Lead at the Theatre before time runs out to earn a job performance boost and raise.	Performance +30	Raise
Stadium Spectacular	Check Lead at the Stadium before time runs out to earn a job performance boost and raise.	Performance +30	Raise
Restaurant Revelation	Check Lead at the restaurant before time runs out to earn a job performance boost and raise.	Performance +30	Raise
Restaurant in Review	Check Lead at the restaurant before time runs out to earn a job performance boost and raise.	Performance +30	Raise
City Hall Caper	Check Lead at City Hall before time runs out to earn a job performance boost and raise.	Performance +30	Raise
Science Lab Slander	Check Lead at the Science Facility before time runs out to earn a job performance boost and raise.	Performance +30	Raise
Hospital Hijinks	Check Lead at the Hospital before time runs out to earn a job performance boost and raise.	Performance +30	Raise
Proof of Concept	Write an Article and bring it to work to earn a performance increase.	Performance +20	Boss Relationship +20
A Co-Worker in Need	Write a Hit Article and bring it to work before time runs out to earn a cash bonus and relationship boost with [Sim Name].	Co-Worker Relationship +20	§500
Today's (And Tomorrow's) Current Events	Read the new newspaper each day for 5 days to earn a job performance increase at work.	Performance +25	Boss Relationship +20
Friendship for a Story	Become friends with [Sim Name] to earn a raise and a job performance increase.	Performance +25	Raise

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

JOURNALISM OPPORTUNITIES, CONTINUED

Opportunity	Hint	Reward	Extra Reward
Extra-Curricular Activity	Write an Article and bring it to work to receive a job performance boost and cash reward based on the quality of the article.	Performance +20	§250
Hit Needed	Write a Hit Article and bring it to work to earn a job performance boost and a raise.	Performance +30	§1,000
Writing for the Enemy	Write a Hit Article and bring it to the Bookstore to earn a cash bonus.	§X	§250
Reading for Proof	Read the article before time runs out to improve your job performance and relationship with your boss.	Performance +25	Boss Relationship +25
Getting to Know You	Make [Sim Name] your [set relationship level] to earn a raise and a job performance increase.	Performance +25	Raise
An Officer and a Scumbag	Interview Source at the Military Base before time runs out to earn a job performance boost.	Performance +25	
To Catch a Clerk	Interview Source at the Bookstore before time runs out to earn a job performance boost.	Performance +25	
Supermarket Super Stocker	Interview Source at the Supermarket before time runs out to earn a job performance boost.	Performance +25	
The Business of Giving	Interview Source at the Business Office before time runs out to earn a job performance boost.	Performance +25	
Tenacious Thespian Tackles Teller	Interview Source at the Theatre before time runs out to earn a job performance boost.	Performance +25	
Sports Story	Interview Source at the Stadium before time runs out to earn a job performance boost.	Performance +25	
Restaurant Regulation	Interview Source at [location] before time runs out to earn a job performance boost.	Performance +25	
The Deadly Dinner	Interview Source at the restaurant before time runs out to earn a job performance boost.	Performance +25	
City Councilman Councils to the Contrary	Interview Source at City Hall before time runs out to earn a job performance boost.	Performance +25	
The Scientist	Interview Source at the Science Lab before time runs out to earn a job performance boost.	Performance +25	
The Ordinary Orderly	Interview Source at the Hospital before time runs out to earn a job performance boost.	Performance +25	
The Perfect Article	Write a Best-Seller article and bring it to work before time runs out to earn a job performance boost and cash bonus.	Performance +30	§1,000
Sit, Listen, and Learn	Attend Seminar at [set location] before time runs out to earn a job performance increase and relationship boost with your co-workers.	Performance +30	Co-Worker Relationship +30

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

JOURNALISM OPPORTUNITIES, CONTINUED

Opportunity	Hint	Reward	Extra Reward
A Party for the Promoted	Throw a party and invite [Sim Name] to improve your relationship with your co-workers.	Co-Worker Relationship +20	
Late Night Crunch	Stay at work late to improve your relationship with co-workers.	Co-Worker Relationship +20	
Rushing to Deadline	Stay at work late to improve your relationship with co-workers.	Co-Worker Relationship +20	
Extra Edit, Extra Hours	Stay at work late to improve your relationship with co-workers.	Co-Worker Relationship +20	
Channel Surfing	Watch TV for [*X* amount of time] to earn a cash bonus.	§350	
Writing: A Journalist's Friend	Gain some Writing skill in order to improve job performance.	Performance +20	Boss Relationship +25

LAW ENFORCEMENT OPPORTUNITIES

Opportunity	Hint	Reward	Extra Reward
A Tad Better Shape	Improve your Athletic skill to the next level to earn a job performance increase and relationship boost with your boss.	Performance +20	Boss Relationship +20
Your Friendly Neighborhood Police Officer	Visit three neighbors at their homes to earn a job performance increase and relationship boost with your boss.	Performance +25	Boss Relationship +20
Extensive Case Work	Finish Case at City Hall before time runs out to earn a large cash bonus.	§5,000	
The Wrong Pair of Shoes	Read How to Avoid Concrete Shoes to earn a job performance increase and relationship boost with your boss.	Performance +15	Boss Relationship +20
The Right Desk	Read More Out Than In: Maintaining a Proper Desk Environment to earn a job performance increase and relationship boost with your boss.	Performance +15	Boss Relationship +20
Whistle While You Police	Read Advanced Whistle Techniques to earn a job performance increase and relationship boost with your boss.	Performance +20	Boss Relationship +25
To Fashionably Protect and Serve	Read Protect, Serve, and Look Good Doing It to earn a job performance increase and relationship boost with your boss.	Performance +20	Boss Relationship +25
The Donuts of a Leader	Read Free Donuts and Other Great Leadership Tips to earn a job performance increase and relationship boost with your boss.	Performance +20	Boss Relationship +25
Not Seeing Is, uh, Believing?	Read How Not to Be Seen and return to work.	Performance +25	Boss Relationship +25
Guess What?	Read Keep 'Em Guessing and return to work.	Performance +25	Boss Relationship +25

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

LAW ENFORCEMENT OPPORTUNITIES, CONTINUED

Opportunity	Hint	Reward	Extra Reward
Spray the Scene	Read Effective Luminol Spraying Techniques and return to work.	Performance +30	Boss Relationship +20
Don't Squint	Read Avoiding Squint Jargon for Better Communication before time runs out to earn a job performance increase and relationship boost with your boss.	Performance +30	Boss Relationship +20
Police Conference	Attend Conference at City Hall before time runs out to improve your job performance.	Performance +30	
For the Children!	Lecture Children at the School before time runs out to earn a raise.	Raise	
Black Market Gnomes	Gather Intel at the Business Office before time runs out to earn a job performance boost and increase to your relationship with your boss.	Performance +15	Boss Relationship +20
Developing Informants	Make [Sim Name] your [set relationship level].	Raise	
A Fresh Set of Forensic Eyes	Solve Crime at the [set location] to earn a raise.	Raise	
Spruce Up the Place	Create an original painting, then bring it to work before time runs out to earn a job performance increase.	Performance +25	Variable Painting Reward
Working the Late Shift	Stay at work until closing time to earn a relationship boost with your boss.	Boss Relationship +20	
Stop Doomsday!	Disable Device at the [set location] before time runs out to earn a cash reward.	§5,000	
Undercover on the House	Go Undercover at the [set location] before time runs out to earn a job performance increase and boost to your relationship with your boss.	Performance +25	Boss Relationship +25

MEDICAL OPPORTUNITIES

Opportunity	Hint	Reward	Extra Reward
Battlefield Medicine	Advise Military at the Military Base before time runs out to earn a cash bonus.	§2,000	
Wanted: Blood	Work Blood Drive at the School before time runs out to earn a raise.	Raise	
Waste Management	Read Better Out Than In and return to work.	Performance +15	Boss Relationship +20
Respect the Woo Woos	Read Respecting the Ambulance and return to work.	Performance +20	Boss Relationship +25
Blood Is Not Blue	Read Blood Is Not Blue and return to work.	Performance +20	Boss Relationship +25
Shifting Responsibilities	Read The 36 Hour Shift and return to work.	Performance +20	Boss Relationship +25

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

MEDICAL OPPORTUNITIES, CONTINUED

Opportunity	Hint	Reward	Extra Reward
You're Golden!	Read The Golden Hour and return to work.	Performance +25	Boss Relationship +25
It's a Genetic Thing	Read The ATGCs of Genetics and return to work.	Performance +25	Boss Relationship +25
So Infectious It Hurts	Read The Simmania Pandemic and return to work.	Performance +30	Boss Relationship +20
Shades of Grey	Read Grey Matters to earn a job performance increase and a relationship boost with your boss.	Performance +30	Boss Relationship +20
An Apple a Day	Grow *X* nice apples and bring them to work with you to increase your relationship with your co-workers.	Co-Worker Relationship +20	Garden Skill +8
The Surgeon, the Pastry Chef	Prepare a group serving of a dessert and bring it to work to earn a relationship increase with your co-workers.	Co-Worker Relationship +20	Cooking Skill +10
A Donation of Children's Literature	Write a children's book, then bring it to work with you to improve your relationship with your co-workers.	Co-Worker Relationship +20	Writing Skill +5
Medical Conference	Attend Medical Conference at the Business Office before time runs out to earn a raise.	Raise	
Brain Trust	Donate Brain Tissue at the Hospital before time runs out to earn a raise.	Raise	
It Takes Heart	Donate Heart at the Hospital before time runs out to earn a raise and cash bonus.	Raise	§2,000
From Two to One	Donate Kidney at the Hospital before time runs out to earn a raise.	Raise	
The Giving Sort	Donate Mucous at the Hospital before time runs out to earn a raise.	Raise	
You Don't Really Need It	Donate Pancreas at the Hospital before time runs out to earn a raise.	Raise	
Co-worker Problems	Become Friends with [Sim Name] with you to improve your relationship with your co-workers.	Performance +25	
Friends in High Places	Become friends with [Sim Name] before time runs out to earn a raise.	Raise	
Lice!	Check Students for Lice before time runs out to earn a job performance boost.	Performance +20	
Friends in Good Places	Become [set relationship level]s with [Sim Name] to get a raise.	Raise	
To the Rescue!	Save Politician at the [set location] before time runs out to earn a cash reward.	§2,000	
Caring for the Careless	Stay at work until closing time to earn a job performance increase.	Performance +25	

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

MEDICAL OPPORTUNITIES, CONTINUED

Opportunity	Hint	Reward	Extra Reward
The Appropriately Named Deathfish	Stay at work until closing time to earn a job performance increase.	Performance +25	
Timely Vaccinations	Vaccinate Scientists at the Science Facility before time runs out to earn a raise.	Raise	

MILITARY OPPORTUNITIES

Opportunity	Hint	Reward	Extra Reward
Promoting the Military	Promote Military at [set location] before time runs out to earn a cash bonus.	§2,000	
Escaping the Pit	Read Getting Out of the Pit and return to work.	Performance +15	Boss Relationship +20
Zen and Airplane Maintenance	Read Advanced Elbow Lubricant Techniques and return to work.	Performance +15	Boss Relationship +20
New Stripes, New Lingo	Read Learning to Speak Officer and return to work.	Performance +20	Boss Relationship +25
Piloting Made Simple	Read Learn to Fly in 21 Days! and return to work.	Performance +20	Boss Relationship +25
No Whining!	Read Dealing with Whining from Engines and Pilots and return to work.	Performance +20	Boss Relationship +25
Lots of Ugly	Read How to Take the Ugly for the Team and return to work.	Performance +25	Boss Relationship +25
More than Awesome Shades	Read Beyond the Aviator Glasses and return to work.	Performance +25	Boss Relationship +25
Cat Wrangler	Read Herding Cats and return to work.	Performance +30	Boss Relationship +20
Honk if You Love Goose	Read Coping with Geese and Vipers and return to work.	Performance +30	Boss Relationship +20
Military Contracts	Deliver Package at City Hall to earn a job performance boost.	Performance +20	
General Staff Stationery	Deliver Package at City Hall to earn a job performance boost.	Performance +20	
A H.O.R.S.E. of Course	Attempt H.O.R.S.E. at the Military Base before time runs out to earn a raise and a job performance boost.	Performance +25	Raise
You Can Be My Wingman	Join Air Show at the Military Base before time runs out.	Performance +25	Boss Relationship +25, Co-Worker Relationship +30
Flightless Birds	Stay late at work to earn a job performance boost.	Performance +25	
Militaristic Athletics	Compete in RELAY at the Military Base to increase your relationship with your co-workers.	Co-Worker Relationship +35, Boss Relationship +20	Performance +25

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

MILITARY OPPORTUNITIES, CONTINUED

Opportunity	Hint	Reward	Extra Reward
Congratulations on the Promotion	Throw a party with [Sim Name] on the invite list before time runs out to improve your relationship with your co-workers.	Co-Worker Relationship +20	
Stellar Performance	Throw a party with [Sim Name] on the invite list before time runs out to improve your relationship with your co-workers.	Co-Worker Relationship +25	
Saved Sims	Throw a party at your house with [Sim Name] on the invite list before time runs out to improve your relationship with your co-workers.	Co-Worker Relationship +25	
Finding New Recruits	Attend Recruitment Event at the School before time runs out to earn a job performance boost.	Performance +25	
The R.H.A.T. Race	Attempt R.H.A.T. at the Military Base before time runs out to earn a raise and a job performance boost.	Performance +25	Raise
Committee Hearing	Present Report at the Military Base to earn a job performance boost and improve your relationship with your boss.	Performance +25	Boss Relationship +25
Space Crisis!	Stay at work until the crisis is averted to earn a large cash bonus.	§4,000	Performance +25
Evening Patrol	Stay late at work to earn a relationship boost with your squad mates.	Co-Worker Relationship +25	
Late Night Latrines	Stay late at work to earn a relationship boost with your squad mates.	Co-Worker Relationship +25	
Aerial Laser Tag	Stay at work to finish the competition, earn a job performance boost, and become the most popular pilot on base!	Performance +20	Boss Relationship +25, Co-Worker Relationship +30
King of the Hill	Stay at work to finish the competition, earn a job performance boost, and become the best pilot on base!	Performance +25	Boss Relationship +25, Co-Worker Relationship +30

MUSIC OPPORTUNITIES

Opportunity	Hint	Reward	Extra Reward
Floating in the Sea	Read Getting Noticed in a Sea of Fans and return to work.	Performance +15	Boss Relationship +20
The Rockiest Road That Is Rock	Read Life on the Hard Rocky Road and return to work.	Performance +15	Boss Relationship +20
Please, No Ego	Read Don't Upstage the Band and return to work.	Performance +20	Boss Relationship +25
Cat Herding to Music	Read Herding Cats: Music Edition and return to work.	Performance +20	Boss Relationship +25
It Shines, It Sparkles	Read Diamonds in the Rough and return to work.	Performance +20	Boss Relationship +25

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

MUSIC OPPORTUNITIES, CONTINUED

Opportunity	Hint	Reward	Extra Reward
Keeping the Rhythm	Read It's More than Rhyme Books and return to work.	Performance +25	Boss Relationship +25
It's Synergy!	Read True Symphonic Synergy and return to work.	Performance +25	Boss Relationship +25
First Rule of Rock	Read Developing Good Rock Habits and return to work.	Performance +30	Boss Relationship +20
Becoming a Legend	Read Legends of Rock and return to work.	Performance +30	Boss Relationship +20
The Greatest Symphony Ever	Read Improving Conductivity Between Brass and Woodwinds and return to work.	Performance +30	Boss Relationship +20
Learn That Tune!	Learn the composition in your inventory and return to work to earn some cash and a job performance increase.	Performance +35	§250
Filing the Application	Submit Application at City Hall to improve your relationship with your boss and earn a job performance increase.	Boss Relationship +15	Performance +20
On Tour!	Perform three concerts at the Theatre to increase job performance and improve your relationship with your co-workers.	Performance +25	Co-Worker Relationship +20
The Set Up	Help Set Up at the Theatre before time runs out to earn some cash and improve your job performance.	§500	Performance +20
A Skilled Guitarist	Earn a skill level increase with the guitar to improve your job performance.	Performance +25	
Battle of the Bands!	Play Battle of the Bands at the Stadium before time runs out to earn a cash bonus.	§5,000	
The Cinematic Score	Play Symphony at the Theatre before time runs out to earn a cash bonus.	§5,000	
Audio Study	Listen to the stereo until your Sim is enjoying the music to improve job performance and your relationship with co-workers.	Performance +25	Co-Worker Relationship +30
Music Class!	Teach Class at the School before time runs out to earn some cash and a job performance increase.	§500	Performance +20
Stick Around for the Music	Stay late at work to improve your relationship with co-workers and job performance.	Co-Worker Relationship +25	Performance +20

POLITICS OPPORTUNITIES

Opportunity	Hint	Reward	Extra Reward
Wax Away	Read Wax Until There's No More and return to work.	Performance +15	Boss Relationship +20
Hi, I'm Chad	Read Cheating With Chads and return to work.	Performance +15	Boss Relationship +20

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

POLITICS OPPORTUNITIES, CONTINUED

Opportunity	Hint	Reward	Extra Reward
Smear It On	Read The Joys of Smear Campaigning and return to work.	Performance +20	Boss Relationship +25
You Really Mean Yes	Read There is No No and return to work.	Performance +20	Boss Relationship +25
Taze Cautiously	Read Taze Gently and return to work.	Performance +20	Boss Relationship +25
Lend Your Ear	Read An Earmark Economy and return to work.	Performance +25	Boss Relationship +25
Pork, the other Legislation	Read Yay, Pork Barrels! and return to work.	Performance +25	Boss Relationship +25
Gerrymandering	Read Gerrymandapalooza and return to work.	Performance +30	Boss Relationship +20
A Free Free Free World	Read A Free Free Free World and return to work.	Performance +30	Boss Relationship +20
Care to Make a Donation?	Meet with Sims and obtain *X* Campaign Fund donations to receive a raise.	Raise	
Cleaning Out the Phone Book	Become Enemies with [Sim Name] to earn a promotion.	Promotion	
The Bachman-Wood Exam	Discuss Exam at City Hall before time runs out to earn a raise.	Raise	
A Party of Large Wigs	Attend Party at the [set location] before time runs out to earn a cash bonus.	§2,400	
Aiding the Victims	Hold Aid Meeting at City Hall to earn a large cash bonus.	§4,000	
Key Donor	Ask for Donations on [Sim Name] before time runs out for a major campaign contribution!	Raise	
Election Check	Assist Voting Station at the School before time runs out to get a job performance boost.	Performance +25	
Foreign Affairs	Attend Top Secret Meeting at the Military Base before time runs out to earn a cash bonus.	§1,000	
Headline Worthy Event	Throw a Campaign Fundraiser with [Sim Name] invited to earn a job performance increase.	Performance +25	
It's Your Life	Write your Life Story and bring it to work in order to boost to your career.	Performance +25	Raise
Funds for Furniture	Throw a fundraising party using the phone and raise at least §10,000 for a big cash reward.	§6,000	
Thanks for the Memories	Write your Political Memoirs and bring them to work in order to boost your career performance and earn a raise.	Performance +25	Raise
Chat with the Police	Make [Sim Name] your [set relationship level] to earn a raise.	Raise	
A Friendly Economic Discussion	Make [Sim Name] your [set relationship level] to earn a raise.	Raise	

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

POLITICS OPPORTUNITIES, CONTINUED

Opportunity	Hint	Reward	Extra Reward
In the News Tonight	Give Interview at the Journalism Office before time runs out to boost your career.	Performance +25	
The Cutest Photo Shoot	Attend Photo Shoot at the Hospital before time runs out to improve your job performance.	Performance +25	
Speaking Engagement	Give Speech at the School before time runs out to boost your job performance.	Performance +25	
Let's Dine	Dine with [Sim Name] before time runs out to improve your relationship with your boss.	Boss Relationship +20	
Meet and Greet	Meet 4 new Sims to give your career a boost.	Performance +25	
In Shape, In Office	Work Out for [*X* amount of time] via the method of your choice to earn a raise.	Raise	
Policing the Paper Trail	Deliver Documents at the Police Station before time runs out to earn a raise.	Raise	
The Business of Documentation	Deliver Documents at the Business Office before time runs out to earn a raise.	Raise	
Criminal Collusion	Deliver Documents to the Criminal Hideout before time runs out to earn a raise.	Raise	
A Military Mistake	Deliver Documents to the Military Base before time runs out to earn a raise.	Raise	
Shred-Handed	Destroy the shredded documents in your inventory within the time limit in order to impress your boss.	Boss Relationship +25	
A Rousing Oration	Meet with [Sim Name] and Give Inspirational Speech to receive a job performance boost.	Performance +25	
Rocking for Political Gain	Perform Concert at the Stadium before time runs out to earn a job performance boost.	Performance +20	
Business up Front, Party in Back	Throw a party at your house with [Sim Name] invited to receive a job performance increase.	Performance +20	

PROFESSIONAL SPORTS OPPORTUNITIES

Opportunity	Hint	Reward	Extra Reward
Adonis in the Making	Train until you can't possibly become more muscular, then head back to the Stadium to earn your cash bonus.	§2,400	
Flex and Bend	Train [Sim Name] on the exercise machine for [*X* amount of time] to earn some cash and improve your relationship.	§350	Relationship w/ Sim +30
Bounce the Crowd	Work as Bouncer at the Theatre before time runs out to earn some cash on the side.	§500	
The Complete Circuit	Work Out using the TV or stereo, and swim for 30 minutes to earn a cash bonus.	§300	

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

PROFESSIONAL SPORTS OPPORTUNITIES, CONTINUED

Opportunity	Hint	Reward	Extra Reward
Jog Everywhere	Jog [*X* amount of time] then return the device for a cash prize.	§550	
Add It Up	Improve your Athletic skill by one level, then return to the Stadium for a cash reward.	§350	
Going Pro	Go to the Stadium and get a job in the Professional Sports career to earn starting cash and performance bonuses.	§250	Performance +25
Bend and Flex	Train [Sim Name] for [*X* amount of time] to earn some cash and improve your relationship.	§250	Relationship w/ Sim +30
Frequent Fatigue	Work out until Fatigued *X* times then return to the Stadium to earn a cash prize.	§400	
Bursting with Energy	Work Out until you become Pumped to improve your Athletic skill.	Athletic Skill +5	Oddly Powerful Moodlet
Sprint to the Finish!	Work Out using the Quick Burst tone for [*X* amount of time] to improve your Athletic skill.	Athletic Skill +5	
At the Health Seminar	Lecture at Seminar at the hospital before time runs out to earn some cash.	§250	Relationship w/ Sim +30
Muscle Showdown	Attend Competition at the Stadium before time runs out to improve your Athletic skills and win a cash prize.	§750	Athletic Skill +10
Push It!	Work Out using the Push Self option for [*X* amount of time] to improve your Athletic skill.	Athletic Skill +8	
No Sweat!	Work Out using the Don't Break a Sweat option for [*X* amount of time] to improve your Athletic skill.	Athletic Skill +5	

SCIENCE OPPORTUNITIES

Opportunity	Hint	Reward	Extra Reward
Funding the Lab	Deliver Report to City Hall before time runs out to increase your job performance.	Performance +20	
Late Night Science	Stay at work late to improve your relationship with your co-workers.	Co-Worker Relationship +20	
Burning the Late Night Bunsen	Stay at work late to improve your relationship with your co-workers.	Co-Worker Relationship +20	
Extra Appendages Are Fun	Read Living with Mutation and return to work to increase your job performance and your relationship with your boss.	Performance +15	Boss Relationship +20
Hazardous Gizmos	Read Dangerous Device Disposal and return to work to increase your job performance and your relationship with your boss.	Performance +15	Boss Relationship +20
Practical Like a Fox	Read Practical Science: From Boast to Beaker and return to work to increase your job performance and your relationship with your boss.	Performance +20	Boss Relationship +25

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

SCIENCE OPPORTUNITIES, CONTINUED

Opportunity	Hint	Reward	Extra Reward
Ka-Boom and More	Read Nitrates: They're Not Just for Exploding and return to work to increase your job performance and your relationship with your boss.	Performance +20	Boss Relationship +25
Strange Indeed	Read Strange Correlations of Little Shops and Venues and return to work to increase your job performance and relationship with your boss.	Performance +20	Boss Relationship +25
A Pig Too Far	Read When Pigs Fly: Going Too Far and return to work to increase your job performance and your relationship with your boss.	Performance +25	Boss Relationship +25
What Not to Catch	Read Goldfish, Piranha, and Other Friendly Creatures and return to work to increase your job performance and relationship with your boss.	Performance +25	Boss Relationship +25
Finger Pointing and You	Read Advanced Deniability Procedures and return to work to increase your job performance and your relationship with your boss.	Performance +30	Boss Relationship +20
Do the Robot	Read The Evolution of the Robo-Llama and return to work to increase your job performance and your relationship with your boss.	Performance +30	Boss Relationship +20
Of Fish, Robots, and Robot Things	Give Presentation at City Hall before time runs out to earn a raise.	Raise	
The Best Evaporating Dish Is a Clean One	Wash Dishes in your inventory to increase your job performance.	Performance +20	
Learn a Thing or Two	Conduct Research on your home computer to increase your job performance.	Performance +30	
Fix It!	Repair Thingamajig at the Science Facility to improve your relationship with your co-workers and earn a cash bonus.	Co-Worker Relationship +20	§1,000
Nourishment for Herbivores	Bring *X* home grown harvestables of Very Nice or better quality to work to earn a cash bonus.	§1,000	
Catch of the Day	Catch *X* [fish type] and bring them to work with you to earn a raise and job performance increase.	Performance +25	Raise
Global Science Fair	Attend Competition at the School before time runs out to increase your job performance and improve your relationship with your co-workers.	Co-Worker Relationship +25	Performance +25
A Meeting of Minds	Attend Symposium at the [set location] before time runs out to improve your relationship with your boss and co-workers, as well as increase your job performance.	Performance +30	Boss Relationship +25, Co-Worker Relationship +30
One Shall Fall	Stop Dr. Iniquitous at the [set location] before time runs out to earn a cash bonus.	§4,000	

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Special Opportunities

The third category of opportunities is not related to a Sim's career or skill set. Any Sim might encounter one of these opportunities, provided they explore Sunset Valley and Riverview and meet enough people.

SPECIAL OPPORTUNITIES

Opportunity	Hint	Reward	Extra Reward
Music Appreciation Day	Play the Guitar *X* times at the park to get an Inspired moodlet.	Inspired Moodlet	
Chess Tournament	Win *X* Chess Games to earn some money and win another chess tourney.	§650	
Community Meet and Greet	Socialize with *X* Sims to receive the Awesome Party moodlet and become a Socialite.	Awesome Party Moodlet	
Amateur Olympics	Attend Amateur Olympics on the Stadium for a chance to win money, get Pumped, and become an Olympian.	Pumped Moodlet	§1,000
Eating Contest	Enter Eating Contest on the restaurant for a chance to win money and become an Eating Champion.	Stuffed Moodlet	§1,000
Foosball Contest	Win *X* foosball games to earn money and become a Foosball Champion.	§800	
Neighborhood Grill-A-Thon	Grill *X* times to improve relationship with Townies and receive a Community Griller Award.	§1,000	
Oh My Ghost!	If someone close to you has recently died, you can bring their ashes to the science lab to restore their ghost.	Playable Ghost Sim	

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Live the Dream

As the old expression goes: life is what you make of it. This is especially true in the world of *The Sims 3*. Whether your Sims call Sunset Valley or Riverview home, what truly defines them is which dreams are only dreamt and which dreams are realized.

As adult Sims come to life in the Create a Sim tool, they get a Lifetime Wish—chosen by you after selecting the Sim's five traits—that gives their life structure. It gives them (and you) something to strive for.





But just as dreams are not easy to achieve on this side of the screen, big wishes require serious work in *The Sims 3*, too. That's where this guide comes in. We have looked at all 31 potential Lifetime Wishes your Sims can try for and put together strategies, tips, and tricks to make sure that your Sims reach their ultimate goal before they shuffle off this digital coil.

But Lifetime Wishes aren't the only things that drive your Sims. Every day, Sims come up with smaller scale wishes that will make them happy in the interim as they move toward that great big Lifetime Wish. These minor wishes are important, too, because they add character to your Sim and definition to daily life. Sims get up with the desire of inching closer to their Lifetime Wish, but definitely wouldn't turn down a taste of immediate satisfaction.

Always consider making these smaller wishes come true because they result in the acquisition of Lifetime Happiness points. These points are a good measuring stick for a Sim's general happiness. The more they have, the more you know you've done right by them. And, you can cash these Lifetime Happiness points in to purchase a number of Lifetime Rewards. These rewards span everything from physical objects that can be placed on the Sim's lot to special modifiers that help cut down on Sim maintenance, like not having to eat. Time spent not worrying about cooking up grub to satisfy the Hunger need is time that can be spent pursuing a Lifetime Wish.

Lifetime Wishes

Lifetime Wishes are the brass rings for your Sim. These are the overarching goals they reach for, so choose your Lifetime Wish with great care. Although it is not necessarily required that your Sims achieve their Lifetime Wishes, denying them their wishes denies them Lifetime Happiness points, which provide access to fun objects, personality tweaks, and other goodies.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Choosing Lifetime Wishes

When you are conjuring up a Sim in the Create a Sim tool, deciding a Lifetime Wish is one of the last things you do before sending them out into the world. Lifetime Wishes are determined by the five traits you choose to construct your Sim's personality.

Traits



There are 63 possible traits to choose from in *The Sims 3*. Traits include personality triggers such as Brave, Frugal, Loner, and Unlucky. They range from positive to negative with a handful of relatively neutral traits somewhere in the middle. Because these five traits not only make up the core of your Sims' personality but also affect what Lifetime Wishes are available to them, consider how they might factor into the kind of life you'd like to live inside *The Sims 3*.

Here is a full list of all of the currently available traits from *The Sims 3*:

Absent-Minded

Description: Absent-Minded Sims get lost in their thoughts and occasionally forget what they are doing or where they are going.

Benefits: None

Shortcomings: Sim will often stop in mid-action, disrupting progress and losing valuable time.

Unique Features: Absent-Minded Sims sometimes turn off the television when they finish watching—even if other Sims are still watching.

Ambitious

Description: Ambitious Sims dream big and are more rewarded when their wishes are satisfied in life. They are driven to move up the corporate ladder more quickly, but fall prey to low mood if they don't quickly receive the promotion they desire.

Benefits: Ambitious Sims enjoy improved performance at work. Fulfilled wishes are worth more Lifetime Happiness points.

Shortcomings: Sim gets the Anxious to Advance negative moodlet if promotions or skill level advancements dont come at a regular pace.

Unique Features: To keep Ambitious Sims happy, make time to advance skills. Stay on top of goals at work, too.

Angler

Description: Anglers catch fish better than any other Sims. They also enjoy fishing more than anyone else.

Benefits: Anglers catch more fish and gain Fishing skill faster than normal Sims.

Shortcomings: None

Unique Features: Anglers start their lives with a Fishing skill book in their personal inventories. Fishing lowers their stress and decreases the need for Fun.

Artistic

Description: Artistic Sims are naturally gifted artists with a paint brush. They make pretty good writers or musicians.

Benefits: Artistic Sims gain the Painting skill faster than normals Sims. They also gain the Writing and Guitar skills faster, too, but not as fast as the Painting skill.

Shortcomings: None

Unique Features: Artistic Sims automatically interact with guitars and easels more often. Trait introduces Talk About Art social.

Athletic

Description: Athletic Sims are the best athletes in town. They can push themselves harder and longer than others, and will do so to feel the burn.

Benefits: Athletic Sims earn the Athletic skill faster than normal Sims. Athletic Sims also take longer to get the Fatigued moodlet.

Shortcomings: Do not like to listen to other Sims complain about exercise or athletic activities.

Unique Features: Athletic Sims cannot possess the Couch Potato trait. Athletic Sims get the Talk About Exercise social.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Bookworm

Description: Bookworms have a passion for reading that surpasses their other desires. They also tend to become good writers.

Benefits: Bookworm Sims read faster. Bookworm Sims also write faster whether working on the Writing skill, writing novels, or doing homework. They get increased Fun from reading, which helps dispel the Stressed Out moodlet.

Shortcomings: None

Unique Features: Bookworm Sims get an increased environmental bonus from a room with a bookcase. They receive a Talk About Books social.

Brave

Description: Brave Sims are fearless individuals who will fight fires, wrangle Burglars, and work to protect those around them.

Benefits: Brave Sims will fight and defeat Burglars. If a fire breaks out on the lot with the Brave Sim, the Brave Sim will not panic. He/she will immediately grab a fire extinguisher and put out the flames. Brave Sims do better in the Military and Law Enforcement careers.

Shortcomings: None

Unique Features: Brave Sims can sometimes demand a raise from their boss with success. Brave Sims are not scared by ghosts. Brave Sims cannot pick the Loser or Coward traits.

Can't Stand Art

Description: Sims who Can't Stand Art will never appreciate the latest masterpiece or expensive home decor. They are the anti-connoisseur.

Benefits: None

Shortcomings: Sims with this trait have a negative reaction to all art. They do not like to talk about art either.

Unique Features: Sims get the negative Can't Stand Art moodlet whenever they are around art.

Charismatic

Description: Charismatic Sims love to socialize and often know the perfect thing to say. They also like to throw parties.

Benefits: Charismatic Sims start with a Charisma skill building book and gain the Charisma skill faster than other Sims. Charismatic Sims fare well in almost all conversations. It's a useful trait for the Political career because it boosts the chances of contributions. Social-oriented tones in career have greater effect on performance.

Shortcomings: None

Unique Features: Charismatic Sims are great in conversations, which makes it easier to make friends. They're good at everything from Debate Politics to Boast About Fishing. Cannot have the Loser trait at the same time.

Childish

Description: Childish Sims find it difficult to "act their age." They love playing with children's toys, see things through the eyes of a child, and need to be constantly entertained.

Benefits: Childish Sims get benefits from having children's toys around, such as environmental boosts. They can also play with toys.

Shortcomings: Childish Sims are easily bored in conversations. They are particularly sensitive to repeated socials.

Unique Features: Childish Sims are not afraid of ghosts. Childish Sims can fish in swimming pools.

Clumsy

Description: Clumsy Sims muck up life with shoddy footwork and poor planning.

Benefits: None

Shortcomings: Clumsy Sims drop food, trip, and lose fish while reeling them in from the water.

Unique Features: Clumsy Sims drop engagement rings when proposing. It's actually cute...

Commitment Issues

Description: Sims with Commitment issues don't really want to settle down into a long-term relationship or lifelong career. Marriage is out of the question.

Benefits: None

Shortcomings: This Sim reacts poorly to many relationship-oriented socials, like proposing marriage.

Unique Features: Commitment Issues Sims must have a high romantic relationship with another Sim to accept marriage proposal. This Sim will desire to change careers just when things are getting good at work.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Computer Whiz

Description: Computer Whizzes love spending time on the computer. They are great at tinkering with computers, and can even make money as hackers if they choose.

Benefits: If the Sim has the Handiness skill, they almost instantly repair computers without fail. Unlocks the Hack interaction, which offers a new revenue stream. Sim gets greater pleasure out of Play Computer Games interaction.

Shortcomings: None

Unique Features: Unlocks Talk About Computers social.

Couch Potato

Description: Couch Potatoes are perfectly happy sitting on the couch to watch TV and eat junk food. They'll need additional prodding to lead active lives.

Benefits: Comfy moodlet is 50 percent stronger. Watching TV improves Fun need quicker than other Sims.

Shortcomings: Couch Potatos need to sleep longer.

Unique Features: Couch Potato Sims cannot have Athletic trait. Will not workout unless in a very good mood.

Coward

Description: Cowards are terrified of everything that can and will go bump in the night. They are scared of the dark and frequently faint in "dire" situations.

Benefits: None

Shortcomings: Gets the Scared moodlet when seeing any of the following—Burglar, ghost, fire, Grim Reaper. Runs from these things most times, but will occasionally faint.

Unique Features: The trait unlocks the Run Away interaction. Cowardly Sims cannot have the Brave or Daredevil traits.

Daredevil

Description: Daredevils seek the extreme side of life, even if it means making an everyday chore extreme. They also love fire.

Benefits: Quickly puts out fire when on the same lot. Daredevils never burn to death if on fire.

Shortcomings: None

Unique Features: Many interactions now have the word "extreme" in them. Adds the Watch This social, which asks others to watch as the Sim does something crazy. After being crazy, Sim enjoys the Adrenaline Rush moodlet. Cannot have Daredevil and Coward trait at same time.

Dislikes Children

Description: Sims who Dislike Children do not want to have anything to do with children. No talking, no playing, and certainly no reproduction.

Benefits: None

Shortcomings: Sims reacts poorly to Sims with children or on a lot with children.

Unique Features: Dislikes Children Sims are in a bad mood any time they are around young Sims.

Easily Impressed

Description: Easily Impressed Sims are easily astounded by everyday stories and are always pleased with the smallest of accomplishments.

Benefits: Easily Impressed Sims are always receptive to boasting socials.

Shortcomings: None

Unique Features: Discovering an Easily Impressed Sim is a goldmine for adulation. These Sims hang on every boastful word, whether it's about fishing or dancing.

Evil

Description: Evil Sims love the dark, take great delight in the misfortune of others, and prefer to lead a life as far away from goodness as possible.

Benefits: Evil Sims are not discouraged by a lack of light. These Sims also get positive moodlets from other Sims' misery, like Very Hungry or Smelly. Natural advanced performance in the Criminal career track.

Shortcomings: Other Sims are naturally wary of the Evil Sim once this trait is discovered, especially Good Sims or Sims in the Law Enforcement career.

Unique Features: Evil Sims cannot have the Good trait.

Excitable

Description: Excitable Sims get excited about everything. They enjoy an extra dose of self-satisfaction when good things happen.

Benefits: Excitable Sims get positive moodlets from many activities, such as eating a favorite food, getting a promotion, or catching a fish.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Shortcomings: None

Unique Features: Excitable Sims cannot have Grumpy trait.

Family Oriented

Description: Family Oriented Sims make great parents. They love big families and being surrounded by their children.

Benefits: Family Oriented Sims can help children with walking and talking better than other Sims. These Sims also start out with even better familial relationships than other Sims.

Shortcomings: None

Unique Features: Family Oriented Sims have the Talk About Family social.

Flirty

Description: Flirty Sims are constantly looking for romance and are most often quite successful in this endeavor.

Benefits: Flirty Sims do exceptionally well with romantic socials and have more available right away. Massages from Flirty Sims have extra positive effects.

Shortcomings: None

Unique Features: Flirty Sims naturally drift toward flirting unless it would negatively affect a current relationship.

Friendly

Description: Friendly Sims smile frequently at other Sims and are quick to make friends.

Benefits: Friendly Sims default to friendly socials and develop friendships faster. Friendly Sims have an easier time becoming friends with other Sims.

Shortcomings: None

Unique Features: Friendly Sims cannot have the Mean trait.

Frugal

Description: Frugal Sims love to clip coupons to save money, relish a good deal, and hate being wasteful.

Benefits: Frugal Sims get coupon-related interactions with newspapers and computers and enjoy the Got a Good Deal moodlet whenever a discounted object/service is purchased.

Shortcomings: Frugal Sims react poorly to purchasing expensive objects, even if they are beneficial to household or Sim.

Unique Features: Frugal Sims give less in campaign donations.

Genius

Description: Geniuses are brilliant logical thinkers, masters of chess, and excellent hackers. They savor pursuits of the mind.

Benefits: Genius Sims generally have accelerated learning with brain-related skills and activities, such as the Logic skill or using a telescope. Genius Sims do well in the Science, Law Enforement, and Medical careers and are naturals at chess.

Shortcomings: None

Unique Features: Genius Sims often automatically use the Contemplate interaction.

Good

Description: Good Sims go out of their way to help friends and family in need, are charitable with their money, and frequently comfort those around them.

Benefits: Good Sims don't react negatively to socials or interactions as often and try to see everything in a positive light. When Good Sims "help" another Sim in a negative mood, that Sim gets the Comforted moodlet.

Shortcomings: None

Unique Features: Good Sims cannot have the Evil trait. Good Sims get the Donate to Charity interaction with the mailbox. Donating results in the Charitable moodlet. Good Sims can only donate once per day.

Good Sense of Humor

Description: Sims with a Good Sense of Humor tell the best jokes.

Benefits: Sims with this trait have an easier time starting relationships with other Sims, even those with No Sense of Humor. Jokes have a greater impact on relationships with other Sims.

Shortcomings: None

Unique Features: Sims with a Good Sense of Humor also respond well to jokes.

Great Kisser

Description: Great Kissers kiss better than any other Sim. They give kisses that are not easily forgotten.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Benefits: Kisses from Great Kissers are more readily accepted by other Sims and have larger positive effects on the relationship.

Shortcomings: None

Unique Features: None

Green Thumb

Description: Green Thumbs are the best gardeners. They find solace and comfort in their gardens and can revive plants in the worst conditions.

Benefits: Green Thumb Sims learn the Gardening skill faster than other Sims and start off with a Gardening skill book in their personal inventories. They create higher quality harvestables and can revive dead plants.

Shortcomings: None

Unique Features: Green Thumb Sims have the Talk to Plants interaction with their gardens. This interaction can remove the Lonely moodlet.

Grumpy

Description: Grumpy Sims are rarely in a good mood. They simply don't want to be happy.

Benefits: None

Shortcomings: Grumpy Sims naturally have decreased moods. It takes more work to make them happy.

Unique Features: Grumpy Sims cannot have the Excitable, Hot-Headed, Good Sense of Humor, or Neurotic traits.

Handy

Description: Handy Sims are the best tinkerers. They will never fail when repairing or upgrading a household item, which makes electrical objects far less dangerous.

Benefits: Handy Sims learn the Handiness skill faster and start out with a Handiness skill book in their personal inventory. Handy Sims never fail when repairing or upgrading objects.

Shortcomings: None

Unique Features: Objects repaired by Handy Sims have a lower chance of breaking again.

Hates the Outdoors

Description: Sims who Hate the Outdoors despise being outside and will remain indoors whenever possible.

Benefits: None

Shortcomings: These Sims get the Plagued by Outdoors negative moodlet when they are outside for longer than just a few minutes. (Travel to work is excluded.) These Sims make poor anglers because they don't like being outside.

Unique Features: They cannot have the Loves the Outdoors trait.

Heavy Sleeper

Description: Heavy Sleepers will sleep through any situation, no matter how loud or alarming. They also tend to snore.

Benefits: Heavy Sleepers are not awakened by loud appliances or music, letting them get a full night's sleep.

Shortcomings: Heavy Sleepers sleep through bad events, too, like burglaries and fires. Not even the alarms for these rouse the Sim.

Unique Features: Heavy Sleepers cannot have the Light Sleeper trait. They also get the Sleep at Work tone for careers.

Hopeless Romantic

Description: Hopeless Romantics passionately seek their soul mate. They want romance and true love, and surround themselves with cheesy romantic television and novels.

Benefits: Hopeless Romantics are more receptive to romantic socials and get an environment bonus if they are in the same room as a romantic interest in their lives.

Shortcomings: The Stood Up and Heart Broken negative moodlets are more potent with Hopeless Romantic Sims.

Unique Features: Hopeless Romantics have more fun reading romance novels and if they are writers, they create higher quality romance novels.

Hot-Headed

Description: Hot-Headed Sims are quick to anger. Broken household objects, conversations gone awry, or even the slightest negative moodlet will send them into a boiling rage.

Benefits: None

Shortcomings: Negative moodlets related to anger are more potent. Hot-Headed Sims have increased negative reactions to getting fired and broken objects.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Unique Features: Hot-Headed Sims react poorly to negative socials, such as Mock or Break Up.

Hydrophobic

Description: Hydrophobic Sims are terrified of swimming. They loathe every second they have to spend in the pool.

Benefits: None

Shortcomings: This Sim hates the water and will experience negative moodlets whenever around it.

Unique Features: Hydrophobic Sims never automatically get in the pool. They will not play with the rubber duckie in the bath, excluding them from Duck Time moodlet.

Inappropriate

Description: Inappropriate Sims talk about the wrong thing at the wrong time, never think to dress properly, and never think to apologize when they've wronged someone. They enjoy mocking others with harsh words.

Benefits: Inappropriate Sims can rummage through other Sims' trash cans to find cool things (and trash).

Shortcomings: Inappropriate Sims cannot Apologize—they simply do not have this social option. They have the Make Fun Of social that is just cruel to other Sims.

Unique Features: Inappropriate Sims cannot have the Friendly trait.

Insane

Description: Insane Sims respond to events in life unpredictably. They say what they want, do what they want, and even wear what they want, even if it doesn't make sense to anyone else.

Benefits: Insane Sims are not frightened by ghosts.

Shortcomings: Insane Sims have a random response to a marriage proposal, no matter the level of the relationship.

Unique Features: Insane Sims will sometimes put on inappropriate outfits for occasions, like formal wear for going to bed. Insane Sims can fish in swimming pools. Insane Sims have the Talk to Self social, which removes the Lonely moodlet.

Kleptomaniac

Description: Kleptomaniacs "accidentally" end up with things owned by others. They often permanently borrow items from work, school, or even their neighbors' homes.

Benefits: None

Shortcomings: Kleptomaniac Sims often come home with stolen objects, which can severely damage relationships.

Unique Features: Stolen objects are tagged with the object's origin. Kleptomaniacs get the Return to Owner interaction with stolen objects that results in Returned Stolen Object moodlet.

Light Sleeper

Description: Light Sleepers toss and turn throughout the night and are awakened by the slightest sound or bump.

Benefits: Light Sleepers always wake up when a Burglar arrives.

Shortcomings: Light Sleepers have trouble getting Fully Rested and are easily woken by music, children, and noisy objects.

Unique Features: Can use the Research Sleep techniques interaction on computer, but this has no specific benefit. Light Sleepers cannot have the Heavy Sleeper trait.

Loner

Description: Loners enjoy time spent alone more than time spent with others. Quite shy, they never approach anyone who isn't a close friend. They prize their solitude and get nervous around large groups.

Benefits: Loner Sims do not mind being by themselves. In fact, they get the Enjoying Solitude moodlet.

Shortcomings: Loners get the Too Many People negative moodlet in social situations.

Unique Features: Loner Sims cannot have the Party Animal trait.

Loser

Description: Losers encounter woe and misfortune throughouts their lives, beginning with school and continuing into their career. They will fail, and fail often. They won't get mad even when life falls apart. They'll just cry.

Benefits: Loser Sims will get a nice mood bump from the Winner moodlet in the rare event they actually win a game.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Shortcomings: Losers rarely win at games, such as chess or videogames. Losers complain more often in conversations.

Unique Features: Loser Sims cannot have the Charismatic or Brave traits.

Loves the Outdoors 

Description: These Sims love spending time outdoors and find special joy amid nature.

Benefits: Sims get great moodlets for being outside and love careers like Athletic, Science, and Military, and enjoy talking about the outdoors.

Shortcomings: Loves the Outdoors Sims need to be outside more often, which can be disruptive at times.

Unique Features: Sims cannot have the Hates the Outdoors trait at the same time.

Lucky 

Description: Lucky Sims are closely followed through life with comforting sense of luck. They win often and they win big.

Benefits: If a Lucky Sim gets at least four hours of straight sleep, they have a chance at the Feeling Lucky moodlet. This staves off misfortune, like fires, broken objects, and burglaries. Lucky Sims also have a greater chance of getting raises at work.

Shortcomings: None

Unique Features: Lucky Sims have increased chances at winning chess games or videogames.

Mean-Spirited 

Description: Mean-Spirited Sims love to fight, mostly because they never lose in a brawl. They take satisfaction with every new enemy made and dream of new ways to be nasty to others.

Benefits: Mean Sims always win fights. Of course, that means they had to get into a fight in the first place. Every enemy a mean Sim has contributes to the Sim's overall mood. In other words, the more enemies they have, the better mood they'll be in.

Shortcomings: Mean-Spirited Sims regularly make enemies and often veer toward negative socials.

Unique Features: Mean-Spirited Sims cannot have the Friendly trait.

Mooch 

Description: Mooches can mooch food and money from their neighbors, who for the most part, just go along with it.

Benefits: Mooch Sims can actually get free food and Simoleons from other Sims.

Shortcomings: While many Sims just roll with it, not everybody likes a Mooch.

Unique Features: Mooch Sims have the Have Snack interaction on other Sim's lots and the Mooch interactions in conversations.

Natural Cook 

Description: Natural Cooks can improve any dish, making their food the most delicious.

Benefits: Natural Cooks learn the Cooking skill faster than other Sims and start off with a Cooking skill book in their personal inventory. They never start kitchen fires and never burn food.

Shortcomings: None

Unique Features: Natural Cooks can learn recipes just by trying foods on other lots.

Neat 

Description: Neat Sims always find the time to clean, regardless of their mood. They are easily devastated by filthy surroundings, but will never leave a mess behind.

Benefits: Neat Sims will automatically clean up their surroundings and clean objects more thoroughly.

Shortcomings: Neat Sims get negative moodlets around dirty surroundings or unclean Sims.

Unique Features: Neat Sims have the Clean House interaction, which sets them to clean every filthy/dirty surface or object in a house.

Neurotic 

Description: Neurotic Sims will freak out at the most minor of provocations. They become stressed easily and can be difficult to mellow. Luckily, they take solace in sharing their worries with others.

Benefits: Neurotic Sims have a self-interaction to freak out, which gives them a mood boost for a while (at the mood expense of nearby Sims).

Shortcomings: Neurotic Sims take longer to shake stress. Sims can automatically Freak Out after an unfortunate event, such as burning food or breaking an object.

Unique Features: Neurotic Sims can use a new Freak

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Out interaction that is disruptive to nearby Sims. At the end of the Freak Out, they get the Tranquil moodlet.

Never Nude 

Description: Never Nudes despise nudity and will never completely remove their clothing.

Benefits: None

Shortcomings: None

Unique Features: Never Nude Sims wear swimwear into the bath or shower.

No Sense of Humor 

Description: Sims with No Sense of Humor tell terrible jokes, so they tend not to tell them. They don't enjoy the jokes of others, either. Humor is simply wasted on them.

Benefits: None

Shortcomings: No Sense of Humor Sims have weak reactions to jokes or humorous socials.

Unique Features: No Sense of Humor Sims cannot have the Good Sense of Humor or Schmoozer traits.

Over-Emotional 

Description: Over-Emotional Sims experience great mood swings when both good and bad things happen. They are constantly shedding tears of joy, whether it's at a wedding or just on the couch watching romantic television.

Benefits: Over-Emotional Sims get an extra bump out of positive moodlets.

Shortcomings: Over-Emotional Sims also get an extra dip out of negative moodlets.

Unique Features: Over-Emotional Sims have extreme reactions to events such as getting a raise/promotion, having a child, or getting married.

Party Animal 

Description: Party Animals love to party, and others love to party with them. When a Party Animal hosts a party, everyone comes and has a great time. Wooo!

Benefits: Any Sim invited to a party from a Party Animal will attend regardless of relationship. These Sims have a greater chance bringing gifts to a Party Animal's party.

Shortcomings: None

Unique Features: Party Animals have the Wooo! social. If the other Sim reacts positively, the Party Animal gets the Awesome Party and Life of the Party moodlets.

Perfectionist 

Description: Perfectionists spend more time cooking, writing, or even painting, but what they eventually finish is noticeably better than average. Perfectionists accept nothing shy of perfection.

Benefits: Perfectionist Sims have the chance to make higher quality painting, novels, recipes, and homework.

Shortcomings: If a Perfectionist Sim is making a high-quality piece of art or food, the action takes longer.

Unique Features: The Perfectionist Sim always makes the bed after waking up from sleep.

Schmoozer 

Description: Schmoozers are really good at befriending neighbors and co-workers, and sucking up to their bosses. They love to flatter and are very good at it.

Benefits: Schmoozer Sims more effectively socialize/suck-up with co-workers and bosses.

Shortcomings: None

Unique Features: Compliments from Schmoozers are always accepted and always improve a relationship. The Chat social is replaced with Schmooze.

Slob 

Description: Slobs constantly leave messes in their wake. To make matters worse, they won't offer to pick up or clean. Luckily, common filth won't offend their senses.

Benefits: Slob Sims are not negatively affected my messes or bad smells. Slob Sims can eat spoiled or burnt food without negative effects.

Shortcomings: Objects used by Slobs get dirtier faster than when used by other Sims.

Unique Features: Slobs can use the Lick Dish Clean interaction.

Snob 

Description: Snobs are very hard to impress, though they love hearing about themselves and will never turn down a compliment. They dream of owning only the finest things and being associated with the highest echelon of neighborhood Sims.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Benefits: Snob Sims love mirrors and expensive objects. They also always accept compliments regardless of relationship.

Shortcomings: Snobs are very hard to impress in conversations.

Unique Features: Snobs often wish to make money, date wealthy Sims, take well-paying jobs, and buy new objects -- particularly mirrors!

Technophobe

Description: Technophobe Sims hate television. They rarely watch television and always look for alternate entertainment.

Benefits: None

Shortcomings: Technophobes have negative reactions to computers and televisions.

Unique Features: Because Technophobes do not like computers or televisions, they have a difficult time repairing them and have a harder time learning the Writing skill.

Unflirty

Description: Unflirty Sims do not appreciate romantic advances and are difficult to woo. It's not that they don't want to love, it's just difficult for them.

Benefits: None

Shortcomings: Unflirty Sims have negative reactions to romantic socials, such as kisses or flirtatious jokes.

Unique Features: Unflirty Sims cannot have the Flirty trait. They also have fewer romantic socials.

Unlucky

Description: Things rarely go right for Unlucky Sims. They lose at everything they touch.

Benefits: The Grim Reaper sometimes takes pity on Unlucky Sims who die of accidents and revives them.

Shortcomings: Unlucky Sims occasionally get the Feeling Unlucky moodlet after four hours of sleep, which affects their chances of burning food, setting fires, and losing games.

Unique Features: Unlucky Sims cannot have the Lucky trait.

Vegetarian

Description: Vegetarian Sims never choose to eat meat and doing so makes them ill.

Benefits: Vegetarians live longer than other Sims.

Shortcomings: Vegetarian Sims who eat meat earn the Nauseous moodlet.

Unique Features: Vegetarian Sims cannot prepare recipes with meat in them. Vegetarians can also cook vegetarian versions of some recipes, such as veggie burgers and tofu dogs.

Virtuoso

Description: Virtuosos have a natural gift with musical instruments and make the best musicians.

Benefits: Virtuosos learn the Guitar skill faster than other Sims and start with a Guitar skill book in their personal inventory. They earn more Simoleons from tips.

Shortcomings: None

Unique Features: Virtuoso Sims tend to sing in the shower.

Workaholic

Description: Workaholics love to work and rarely become stressed from working. Their mood suffers when they miss work, but they can make it up by working from home. Workaholics make the best employees.

Benefits: Workaholics finish homework faster and have fun doing it. Workaholics have a better chance at getting raises at careers. They get the Likes Work moodlet when working.

Shortcomings: Workaholics suffer from the Missing Work moodlet if they accidentally miss a shift.

Unique Features: Workaholics can check in at work via the cellphone. These Sims can also work from home on the computer, which helps with career advancement.

HIDDEN TRAIT

There is a hidden trait that can only be earned through genetics: Pyromaniac. The Pyromaniac trait is sometimes given to children of Firefighters. Pyromaniacs can set objects on fire and get a positive moodlet from doing so. Of course, this ruins the object. Pyromaniacs can also take a fruit and turn it into a Flame Fruit, which Pyromaniacs have fun eating.

Not all of those traits are exactly pleasant, are they? Well, neither are all of the traits that make up our personalities.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

As tempting as it is to construct a Sim without flaws (an ambitious Sim who's also a brave, lucky genius is sure to get everything she wants, right?), consider giving your Sim's personality a least one little wrinkle. Chances are good that you know all too well one of the negative traits above. Why not imbue your Sim with the same trait and see how they perform with it in their alternate lives?

NOTE

Traits are almost permanent. Why "almost"? Well, if you store up enough Lifetime Happiness points to buy the Mid-Life Crisis reward, you can assign your Sim all-new traits. This is quite helpful, especially when a Sim acquires a random negative trait via upbringing.

Five Wishes

Picked your five traits? Now it's time to select a Lifetime Wish. Depending on which five traits you selected for your Sim's personality, you have five different Lifetime Wishes to choose from. There is no exact science as to which traits trigger which Lifetime Wishes, but you can draw inferences between traits and possible Lifetime Wishes. For example, a Bookworm will likely have the Illustrious Author Lifetime Wish available.



Click on each Lifetime Wish to see exactly what the Sim is dreaming of before finalizing your decision.

NOTE

Only adult Sims, starting with young adult, have Lifetime Wishes. If you create a toddler, child, or teen, you only select their traits. You select a Lifetime Wish for them when they finally mature into a young adult.

Wishes

Lifetime Wishes are the grander dreams your Sims harbor, but as they live out a day-to-day existence, your Sims also would like to achieve regular wishes. These smaller wishes are things that can be immediately satisfied or completed within just a day or two if you put your mind (and your Sim's mind) to it.



The smaller wishes consist of things like learning a skill, meeting a Sim, or obtaining a new object for the household. But even though these smaller wishes seem diminished when stacked against a Lifetime Wish, they are extremely important to the overall health and happiness of your Sim. Completing these minor wishes also results in Lifetime Happiness points. If you manage to fulfill a lot of wishes—and this is not that tough because your Sim will have a *lot* of wishes—-you can bank a lot of Lifetime Happiness points. Real go-getters can even bank as many Lifetime Happiness points through smaller wishes as they would get by achieving a Lifetime Wish.

NOTE

You also accumulate Lifetime Happiness points by making sure your Sim's mood is consistently good. Look for a explanation of moods and lots of mood-boosting tips in the next chapter.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Managing Wishes



The Wish panel

As soon as your Sims arrive at their new lot, they start expressing wishes to you via the Wish panel at the bottom of the screen. In addition to their Lifetime Wish, Sims can have up to four active wishes awaiting fulfillment. When a Sim has a new wish, it appears in the arched bubble on top of the Wish panel. To promise a wish and add it to your Sim's active wishes, left-click on the wish. To deny a wish, right-click on it. There is no punishment for denying a wish. Your Sim will just forget about it. That doesn't necessarily mean a new wish will take its place right away. You may have to wait a while before your Sim conceives of a new wish.

CAUTION

You cannot undo a wish denial, so think before you right-click on that little dream.



Incoming wishes can stack up without penalty. Use arrows to cycle through your Sim's wishes before committing to them or denying them.

TIP

Exploring the town and talking to other Sims often results in your Sim coming up with new wishes.

To learn more about a wish, just move the cursor on top of it. The full details of the wish appear in a box. The box explains what the wish is, what needs to happen to fulfill the wish (you can sometimes get hints here), and how many Lifetime Happiness points the wish is worth once fulfilled. Wishes with loftier or more time consuming goals are worth more Lifetime Happiness points. For example, while the Chat With Sim wish is worth 150 points, the slightly more time-consuming Read 3 Books wish is worth 900 points. The monumental Have First Child wish banks 6,000 Lifetime Happiness points, but that wish sends your life on an entirely new course.

Wishes include activities such as:

- Chatting with a specific Sim
- Kissing a Sim your Sim is interested in
- Taking a class
- Raising a skill level
- Buying a specific object
- Starting a new career
- Getting a promotion at a current career
- Banking a specific amount of Simoleons
- Throwing a party
- Going to a community location
- Going to an event at a location

Once you have added a wish to the Wish panel, it stays there until you either fulfill it or throw it away. You throw a wish away with a quick right-click, and there is zero penalty.



Some wishes are directly related to your Lifetime Wish. These wishes appear with a starburst behind them, indicating that you should definitely consider prioritizing them once promised. Fulfilling these wishes will get you closer to your Sim's overall goal in life.

Wishes are not universal across age groups. Sims of differing ages will want different things. A child will never have a desire to join a specific career track, but instead want to be talked to, played with, or receive a new object like a toy. Teen Sims start to mingle wishes with young adult and adult Sims, although you will see slight variations on wishes—many are socially-oriented, too. Because Sims can undergo personality changes as they age, some wishes do not survive the move between age groups. The desire to have a baby will disappear when your adult Sim moves into the elderly age bracket.

Lifetime Happiness Points

When you boost your mood into the bubble at the top of the Mood meter, you start accumulating Lifetime Happiness points. Lifetime Happiness points are also

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

earned by fulfilling wishes. Lifetime Happiness points are traded in for Lifetime Rewards, which are a series of special enhancements and objects with unique properties.

Gather as many Lifetime Happiness points as possible—this is a great way to measure to the progress of your Sim and see how well they are doing in life. And those Lifetime Rewards are fantastic to have, especially the objects like the Moodlet Manager and the Food Replicator. If you are playing out a multi-generational household, these special objects are passed down and greatly benefit future generations.

LIFETIME REWARDS

Lifetime Reward	Cost	Function
Steel Bladder	10,000	Never have to go pee
Change Lifetime Wish	10,000	Pick a new Lifetime Wish to replace current one
Dirt Defiant	15,000	Hygiene concerns be gone!
Hardly Hungry	25,000	Don't have to eat as often
Professional Slacker	5,000	Does not lose career performance for using the Take it Easy tone at work
Speedy Cleaner	5,000	Sim can clean objects faster
Fast Metabolism	5,000	Change body shape faster
Multi-Tasker	10,000	Increased career performance / Do homework faster
Extra Creative	30,000	Paintings are always higher-than-average quality
Acclaimed Author	30,000	Increased royalty checks (from Writing)
Super-Green Thumb	20,000	Harvestables are of universally higher quality
Never Dull	15,000	Always interesting (never boring when socializing)
Discount Diner	5,000	Free restaurant meals
Complimentary Entertainment	5,000	Free theatre shows
Bookshop Barginer	10,000	Cheaper books
Office Hero	5,000	Popular w/ peers (Increased Relationship Gain during "Hang with Co-Workers")
Vacationer	15,000	Reduce performance decay for missing work
Legendary Host	5,000	Everyone Invited shows up to your parties and they have a higher quality
Haggler	15,000	Permanent shopping discount (at stores)
Long Distance Friend	20,000	No relationship decay when apart from LTRs
Fast Learner	15,000	Develop skills faster
Attractive	10,000	Sims with appropriate preference start in a high relationship to you
Observant	5,000	Instantly learn traits when socializing (tunable number of traits learned)
Opportunistic	10,000	Increase opportunity rewards (earn 2x reward)
Fertility Treatment	10,000	Increases chance of conception and chance of twins or triplets
Mid-life Crisis	20,000	Change traits
Collection Helper	40,000	This adds marks on Map View that help spot collectibles like metals and beetles
Body Sculptor	30,000	Instantly change body shape with this wish
Moodlet Manager	60,000	Remove negative moodlets…most of the time
Food Replicator	50,000	Freely duplicate meals without the shopping or cooking time
Teleportation Pad	75,000	Quick way of getting from home to specific destinations

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Moodlet Manager



Teleportation Pad



Food Replicator

TIP

If your Sims are so good at Cooking that they regularly make perfect meals, zero in on the Food Replicator to keep making perfect meals ad infinitum. This is a great way to give all Sims on the lot the powerful Amazing Meal moodlet.

CAUTION

Buying the Hardly Hunger Lifetime Wish sounds like a good idea, but be careful. If you don't want to eat, then you miss out on the great Meal-related moodlets.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Happiness

One of the best ways to make your Sims happy is to fulfill wishes large and small. When your Sims achieve even the tiniest dream, they earn Lifetime Happiness points, which are used to purchase special rewards. However, there is another method to bank those important Lifetime Happiness points: mood. Sims in a consistently good mood slowly accumulate Lifetime Happiness.

But mood is not just a means to earn Lifetime Happiness. Mood is directly related to your Sim's general behavior. The effects of a good mood radiate outward in many different directions, such as reducing the barriers to making friends or greasing the wheels of a promotion at work. Because many Lifetime Wishes revolve around career advancement and/or social interactions, maintaining a good mood is imperative for success. Consider mood just part of the great circle of happiness for your Sims.



So, before diving into the strategies for achieving wishes, it is important to not only discuss how mood works, but also how maintain a good mood by managing all of your Sim's little moodlets—slivers of emotion that affect overall mood. If you keep your Sim awash in positive moodlets and boost their overall mood, you will fulfill those Lifetime Wishes much faster.

Mood Maintenance

The immediate measurement of a Sim is mood. A Sim's happiness, neutrality, or misery is quickly identified by their current mood, which is displayed in the Mood meter that occupies the center of the screen, right next to the portrait of the active Sim. The Mood meter is shaped like an upside-down exclamation point. Good mood is represented by green. As the Sim dips toward neutral or tense feelings, the color of the meter turns yellow. When the meter displays red, your Sim is seriously troubled. You need to pay immediate attention to the Sim and rectify whatever situation or interaction is upsetting the Sim.



The portrait also chips in with mood management by mirroring the Sim's current mood. A happy Sim is represented with a smiling portrait. A sad or disturbed Sim wears the kind of frown that you simply must try to turn upside-down.

CAUTION

If the Mood meter is red, your Sim is more likely to fail at tasks such as cooking or painting. Your Sim may even become unresponsive to your suggestions and commands.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Your constant goal is to push your Sim's mood into the "bubble" at the top of the Mood meter. If you can keep your Sim happy long enough to push the mood rating into that bubble, the Sim begins earning Lifetime Happiness points. The stream of Lifetime Happiness points continues until the Sim's mood drops back out of the bubble. While you earn a lot of Lifetime Happiness points by fulfilling wishes in nice-sized chunks, if you can keep a trickle coming in via the Mood meter, you'll be surprised how soon you can start buying Lifetime Rewards.

Moodlets

Managing mood in *The Sims 3* is considerably easier than in *The Sims 2* thanks to the introduction of moodlets. Moodlets show you exactly what is affecting your Sim's overall mood at any given time. Moodlets are not necessarily passive indicators—your actions and commands greatly influence your Sim's moodlets.



The Moodlet panel is directly next to the Mood meter. All current moodlets are shown here. To learn more about each moodlet, mouse over it to see a fuller description.

Because moodlets contribute to your Sim's overall mood, you need to pay close and constant attention to the Moodlet panel. Some moodlets require direct attention, particularly the negative ones, which appear with a red outline. There are three types of moodlets: positive, neutral, and negative. To keep your Sim happy, you need to do things that bring about more positive moodlets. Moodlets have varying degrees of effect on overall mood, so it's always best to seek out activities that bring about the biggest positive effect on overall mood. Fulfilling a wish is a good way to cause a positive moodlet. But minor things can also promote a positive moodlet, such as having your Sim brush his teeth, thus receiving the Minty Breath positive moodlet.

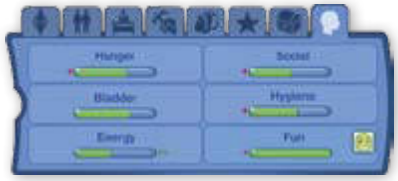


Because no mood-influencing factor is eternal, moodlets have timers on them. While a moodlet is active, its full effect is seen in the overall mood. There is no decay over time. Pay attention to the time on a moodlet and try to make sure your Sim will experience another positive event before a good moodlet runs out. Some moodlets are actually warning that a negative impact on the overall mood is about to take place unless the factor that inspired the upcoming negative moodlet is removed. For example, a moodlet showing that a Sim is hungry and has to use the bathroom appears with a timer. If the need is addressed before the timer counts down, the chance of suffering the negative moodlet associated with these activities is avoided. If the need is not addressed in time and the negative moodlet occurs, it's too late to rectify the situation.

Let's say your Sim hasn't eaten in a while and the Hungry moodlet appears. You have two hours to feed the Sim. If you fail to feed the Sim, the Hungry moodlet is replaced by Very Hungry, which knocks down the overall mood. Even if you fed the Sim right after the Very Hungry moodlet, you still must suffer the hit to overall mood.

Negative moodlets bring down the overall mood. Sometimes, you just have to ride a negative moodlet out and try to offset it with a positive moodlet. However, some negative moodlets can be nullified by performing an action. The Sore moodlet brings down the overall mood as long as it is active, for example. If another Sim was to give the sore Sim a brief massage (which is a social), the Sore moodlet vanishes.

Needs



Needs are not as central to *The Sims 3* as they were in previous games. While the needs of a Sim are still important to overall mood, the introduction of moodlets offers a more interactive way to deal with a Sim's specific needs. Still, you should check in on needs to make sure your Sim is taken care of. If you wait until your Sim's

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Bladder rating drops low enough that she has to use the bathroom within a set amount of time, the Has to Pee moodlet appears. Now the timer is on to get to a bathroom before the Has to Pee moodlet devolves into passing out entirely from bladder failure.

There are six needs to monitor:

- Bladder
- Energy
- Fun
- Hunger
- Hygiene
- Social

These needs are addressed not only with activities such as eating or taking a bath, but also through the purchase of certain objects. Many objects affect needs, such as a new toilet, mirror, or bathtub. When you are shopping in Buy Mode, mouse above an object to see what needs it addresses and how. The higher the need rating, the more the object does to address the specific need. For example, not all tubs and showers are created equal. The more expensive the tub or shower, the more it improves a Sim's Hygiene rating when the Sim interacts with it.

Each need in the Needs panel is accompanied by a meter. This meter measures the current level of satisfaction for that need. The Hunger meter, for instance, shows you if the Sim needs to eat. The amount of hunger satisfaction is seen in green. If the meter is mostly green, the Sim is not hungry. However, if the meter drops to the 50 percent level, the background of the meter turns yellow. This means the need should be addressed before it slips into the negative, which is red. Once a need drops into the red, a negative moodlet occurs and the overall mood takes a dip.

CAUTION

While more attention is paid to moodlets, you ignore needs at your own peril. It takes just a few seconds to click on the Needs panel and see if your Sim is about to require an activity that reverses a drop in a specific need.

Moodlets

Here are three lists of all of the moodlets your Sims might experience during their lives. Each moodlet entry lists the effect on the overall mood and the duration of the effect. Most moodlets are self-explanatory.

Positive Moodlets

Aim for these moodlets in your daily activities. They all have a positive effect on your mood. Don't ignore the small ones in pursuit of the big scores. A simple moodlet like Minty Breath could be the 100 Lifetime Happiness Points you need for a coveted Lifetime Wish.

POSITIVE MOODLETS

Moodlet	Effect	Duration in Hours	Description
Minty Breath	5	4	Sims love to be around those with Minty Breath. It sure beats the alternative.
Feeling Lucky	5	23	Today is Sim's lucky day. Who knows what good will happen?
Heard Theatre Music	10	Variable	The music pulsing from the inside of the theatre sounds awesome. Perhaps tickets are still available!
Educated	10	Variable	Exploring the local halls of culture and learning may teach even the most studious individual a thing or two.
Impressed	10	0	Touring public place sometimes reveals unexpected and impressive sights.
Let Off Steam	10	Variable	Having a friendly ear to complain to helps when you need to vent.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

POSITIVE MOODLETS, CONTINUED

Moodlet	Effect	Duration in Hours	Description
Decorated	10	Lasts as long as Sim is in room	Sims enjoy well furnished homes. By the looks of things, this place isn't so bad!
Brightened Day	10	3	Good Sims know exactly what to say to make someone's day better.
Had a Nice Nap	10	5	Having a great, refreshing nap may be just enough to hold back the onset of sleep.
I Am Beautiful	10	4	Recognizing beauty, even one's own, is just a benefit of vanity.
New Car Smell	10	2	Ah, that new car smell is so factory fresh!
Fascinated	10	2	Some Sims take joy in things ordinary Sims might otherwise overlook.
Got a Good Deal	10	8	Saving a few Simoleons is pure satisfaction!
Saw Great Movie	10	16	Sims have a special place in their hearts for movies on the silver screen, and a special place in their stomachs for the buttery popcorn.
Flattered	10	Variable	Compliments are quite flattering!
Intrigued	10	Variable	Juicy gossip satisfies eager ears!
Attractive	10	Variable	When a Sim looks this good, it's difficult for others not to notice. Wowza!
Hilarious Conversation	10	Variable	Some Sims should be stand-up comedians with the humor they're dishing out.
Tranquil	10	8	Nothing can stress or anger Sims who have reached their happy place.
Squeaky Clean	10	7	Experience the clean sensation of practicing personal hygiene!
Cheered Up	15	3	Gobs of sobs are stopped by the kind words of others.
Duck Time	15	5	Rubber duckies make hygienic cleansing fun!
Calmed Down	15	3	Sometimes all an Angry Sim needs is an understanding voice to help them get through a bad mood.
Enjoying Solitude	15	Variable	Introverted Sims like it best at times when others completely and utterly stay away.
Buzzed	30	3	Caffeine can really wake a Sim. Use this time wisely, because after the high comes the low…
The Life of the Party	15	3	Not only do party animals love to party, but other Sims love to party with them. Wooo!
Excited	15	3	Excitable Sims tend to get, well, excited.
Great Kiss	15	3	Great kissers give amazing smooches.
Inspired	15	4	A genuine and original work of art can inspire and render viewers speechless upon experiencing.
Oddly Powerful	15	5	The feeling of power is…intense! Science has bestowed Super Sim capabilities!
Fiendishly Delighted	15	6	Sims of the Evil persuasion take pleasure in the misfortune of others.
Fulfilled	15	6	The satisfaction of having a wish come to fruition feels great!

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

POSITIVE MOODLETS, CONTINUED

Moodlet	Effect	Duration in Hours	Description
Returned Stolen Property	15	8	Kleptos enjoy returning things even more than…ending up with them. After all, it's more difficult to do the right thing, even when it follows the wrong thing.
Fresh Start	15	24	Moving into a new location provides a clean slate many dream of!
Likes Work	10	Variable	Work isn't quite the daily grind for everyone. Bring on the overtime!
Out After Curfew!	15	Variable	Being out after curfew is totally radical.
Pristine Picture	15	Variable	The pixels are dancing daintily on the television, perfectly in harmony within the highest resolutions money can buy.
Cozy Fire	15	5	Sims enjoy the warm cheery glow of their fireplaces…poke them for extra warmth!
Pumped	15	4	If Sims work out long enough, they get Pumped. Workouts are even more effective while Sims are pumped.
Sweet Venue/ Party	15	Variable	The choice in venue for this party is excellent. It sure beats the standard house party.
Adrenaline Rush	15	3	An Adrenaline Rush will keep this Sim pumped and running around everywhere for some time to come!
Feeling Calm	15	Variable	It turns out it was just anxiety getting the best of your Sim. The object wasn't left turned on and impending disaster wasn't looming. But, double checking helps to calm the anxiety.
Comforted	15	3	A quick cry on the shoulder helps the sadness go away.
Sugar Rush	15	Variable	Filling up on sugary goodness makes everything more fun!
New Stuff!	20	2	Sims love getting new things for their homes!
My Love!	20	Variable	Sims in love swoon and flutter about like fools oblivious to the world around them.
Pregnant	20	Lasts until birth	The wonder of creating new life makes pregnancy an exciting time for most Sims.
One With Nature	20	Variable	Outdoorswomen find themselves quite happy when not tucked away indoors.
New Home	20	24	It's a new place to call home!
Read a Masterpiece	20	24	Turning the last page of a masterpiece is like falling in love…it's a beautiful thing.
Saw Great Game	20	16	The fans are rowdy, the food is messy, but when combined with a sports game, it's an experience Sims love!
Cuddle Time	20	5	Teddy bears make excellent sleeping companions.
Exhilarating Shower	20	4	It makes sense that if a Sim uses quality plumbing, they get quality showers.
Awesome Party	20	3	Party plus Party Animal usually equals Awesome Party. It's simple math!

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

POSITIVE MOODLETS, CONTINUED

Moodlet	Effect	Duration in Hours	Description
Great Adventure	20	3	Sim had such an amazing time! How could this adventure possibly be topped?!
New Friend	20	8	Meeting someone new and hitting it off well enough to call them a friend is spiffy!
Nicely Decorated	25	Lasts as long as Sim in room	Well designed décor stands out in a good way and tends to make everyone happier.
Entertained	25	Variable	Sim is entertained.
Winner!	25	8	Sims never tire of the thrill of victory.
I Am the Greatest!	25	8	It doesn't really matter how you got there. Being at the top means being at the top; you are the best!
Virtually Victorious!	25	8	Success! Sims love the (virtual) taste and smell of (virtual) victory.
Saw Great Concert	25	16	Sims unanimously agree that experiencing a concert is well worth the potential inner-ear damage.
Saw Great Play	25	16	Sims love to watch people on stage doing funny and unexpected things right before their eyes. Sometimes they get the strangest feeling of déjà vu.
Honor Student	25	24	Hard work and a nose to the books pays off with the satisfactory acceptance into the Honor Roll.
Warmed	25	3	There is nothing like the feeling of a warm flame to make a Sim happy.
Saw Great Symphony	30	16	A feast for the ears, Sims devour the mellifluous melodies of symphonies with jubilee.
Threw a Great Party	30	24	Sims love a great party and the host who throws them.
Celebrity	30	Variable	Sims love being recognized by their fans. Celebrity status is so cool!
Superior Equipment	30	Lasts as long as Sim near object	Food made with top-of-the-line equipment just has that superior flavor!
Beautifully Decorated	40	Lasts as long as Sim in room	Rooms adorned with the most expensive sculptures and paintings improve life dramatically.
Having a Blast	40	Variable	Sim is having so much fun it's almost criminal.
First Kiss	40	24	A Sim's first kiss can leave them glowing for a long time.
First Romance	40	48	Love has bloomed for the first time. Could this be the real thing?
Wedding Day	40	24	Sims love to celebrate this incredibly important day with a party…just make sure everything goes to plan!
Celebrated Birthday	40	24	Birthday parties are the best!
Father of the Bride	40	24	Seeing a daughter married makes a father so proud.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

POSITIVE MOODLETS, CONTINUED

Moodlet	Effect	Duration in Hours	Description
Father of the Groom	40	24	Seeing a son married makes a father so proud.
Mother of the Bride	40	24	Seeing a daughter married makes a mother so proud.
Mother of the Groom	40	24	Seeing a son married makes a mother so proud.
Charitable	50	24	It feels great to help out other Sims, especially when they are in need.
Newly Engaged	50	24	With a ring on the finger, vows and true love forever aren't far behind.
Just Married	50	48	Sims always enjoy the joyful period following the marriage. Let's hope the love lasts...
Divine Meal	75	168	Sim has experienced a meal so exquisite, so divine, that it defies description. (i.e., Ate Ambrosia)
It's a Boy	80	24	Bouncing baby boys are delightful additions to any family!
It's a Girl	80	24	Gurgling baby girls are delightful additions to any family!
It's Triplets	80	24	Three babies! Hope your Sims wanted a big family.
It's Twins	80	24	Wow, your Sims were lucky enough to have twins. Double trouble!
Good/Great/ AmazingMeal	Variable on cooking skill	Variable	Yummy! Sim enjoyed that meal more than the standard fare.
Comfy	Variable on quality of the chair	Variable	Nothing beats a good seat for comfort except perhaps a better seat.
Well Rested	Variable on quality of the bed	Variable	It's easy to wake up on the right side of the bed when you get plenty of time in the bed.
Beautiful View	Variable on trait	Variable	Would you look at that view!
Beautiful Vista	Variable on trait	Variable	This...house...is...incredible! Somebody really knows how to live.
Enjoying Music	Variable on music preference	Variable	It's hard not to enjoy a beat this solid.
Fit Atmosphere	Lasts as long as Sim is in gym	Variable	Exercising at the gym really improves the quality of the workout.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Neutral Moodlets

Neutral moodlets do not affect your Sim's mood, but they indicate activities that could have a bearing on mood soon, such as being a little hungry or having to go to the bathroom.

NEUTRAL MOODLETS

Moodlet	Duration/Effect	Description
Learning Quickly	Indicates sped-up learning	Sim is picking up on this skill really quickly–how satisfying!
Cozy Fire	Lasts as long as Sim is in front of fire	Sims enjoy the warm cheery glow of their fireplaces…poke them for extra warmth!
Has to Pee	Alerts that Sim must use bathroom	Your Sim needs to go. Like, "go."
Hungry	Alerts that Sim must eat	Your Sim's a wee bit peckish. The stomach growling isn't far behind.
Sleepy	Alerts that Sim must go to bed	Get Sim to bed soon, to avoid the wrath of the truly tired.
Stuffed	Sim is completely full	Forcing Sims to eat when they are not hungry may lead to loss of appetite and weight gain.
Garlic Breath	Lasts 3 hours	Whoa! It might be time to scrub away that garlic with a toothbrush.
Fatigued	Variable	Activity of the athletic variety naturally leads to a little muscle fatigue.
Baby is Coming	Indicates birth is soon	Uh oh! The water has broken, contractions have started, and the baby is on its way! Get the mother to a hospital soon or sit tight until the baby arrives!
Power Study	Indicates sped-up homework/learning	That quiet library atmosphere makes reading, studying, and working so much more efficient!

Negative Moodlets

Negative moodlets pull overall mood down, so side-step the ones that can be avoided. Those that cannot be avoided can sometimes be alleviated, though, through socials or activities. Cure the Sore moodlet, for example, with a nice massage.

NEGATIVE MOODLETS

Moodlet	Effect	Duration in Hours	Description
On Fire	-200	1	Contrary to popular belief, being on fire is not healthy and can lead to symptoms including panic, burns, and death. Best find some water quickly!
Starving	-80	0	Allowing Sims to starve is quite cruel! Get Sim some food immediately to avoid an unnecessary death.
Heart Wrenching Scene	-60	Lasts until leaving	Witnessing a break up is truly heartwrenching. Hopefully the two Sims can reconcile and find new love elsewhere…
Betrayed	-50	24	Being cheated on is tough to move past. Talking it out with the other Sim would speed the healing process.
Mourning	-50	48	The death of a loved one affects those closest to them. Sims can mourn at a tombstone or move it to a graveyard to feel more at peace.
Heart Broken	-50	48	A broken heart is an affliction only time and tears can heal.
Vile Surroundings	-40	Lasts until leaving or cleaning	This room is so fetid and foul. Sims were not meant to endure such a lax household cleaning philosophy!

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

NEGATIVE MOODLETS, CONTINUED

Moodlet	Effect	Duration in Hours	Description
Exhausted	-50	0	At this level of sleep deprivation, even the floor looks like a good bed to this Sim.
Failing	-40	18	Having to stare at a failing grade on a report card just stings. Homework completion and a good mood will improve low marks.
Desolate	-50	0	When Sims get really, really lonely, they need to talk to somebody. Anybody.
Singed	-40	0	Fire burns quickly, but it will burn a Singed Sim even faster, so avoid hot situations.
Singed Electricity	-40	0	Sims find it unenjoyable to be electrocuted, especially because it may stop their heart. Until this wears off, Sims should steer clear of further potentially electrifying activities.
Horrified	-35	8	Terrible things have been seen underneath the mausoleum. Explorers beware.
Stressed Out	-40	Variable	Sim is in desperate need of some entertainment. The daily grind has ground the enjoyment of life to a halt!
Really Has To Pee	-30	0	The bladder situation has only gone from bad to worse; find a bathroom soon!
Missed the Wedding	-30	24	It's a bad, bad, bad idea to miss the wedding. It takes two to tango and your Sim missed the dance.
Rejected Proposal	-30	6	It hurts to propose and be rejected. The good news is that Sims can try again as many times as they like. Of course, each rejection will hurt just as much.
Fired	-30	Variable	Ouch! Getting thrown out of the workplace never feels good. Time to find a new job…
Missing Work	-30	0	Workaholics don't get stressed from working, but from not working.
Lost a Friend	-25	Variable	The loss of a friend hurts, but can be easily rectified by giving them a call and rekindling the friendship.
Scared	-25	3	Scaredy-cats are scared of pretty much everything, but they really show it when their life flashes before their eyes.
Virtually Terrified!	-25	3	Yikes! That snaggle toothed monster looked far more realistic than expected. Who knew monster breath would be so…fragrant…in virtual reality.
Too Many People	-15	0	Certain Sims may not feel too comfortable around large groups.
Nauseous	-25	2	Sim isn't feeling so hot. You may want to keep her around a bathroom.
Filthy Surroundings	-30	Lasts until leaving or cleaning	The grime and muck is really starting to pile high. It won't be long before it starts paying rent.
Plagued by Nature	-20	0	It's often best for Sims who Hate the Outdoors to spend as little time out there as possible.
Stir Crazy	-15	Lasts until leaving house	Sims should leave the house frequently for sanity's sake. Shake well with a community marinade for best results.
Tired	-40	0	When Sims get too tired, their mood begins to go south.
Very Hungry	-40	0	Gnawing hunger is not a good feeling for Sims. Feed regularly to avoid.
Hydrophobic	-20	Lasts until away from water	There's just too much water for Sim to enjoy this moment.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

NEGATIVE MOODLETS, CONTINUED

Moodlet	Effect	Duration in Hours	Description
Drowning	-40	Lasts until taken out of water	Sims breathe air. Anything else gets a little…suffocating.
Stuff Taken	-15	24	Sims really like their stuff, and when someone grabs it, they take it quite personally.
Rejected By Ex	-20	6	Sims don't like getting rejected, especially by someone who used to like them. Sims will have less luck socializing while they stew over a rejection.
Witnessed Betrayal	-20	6	Witnessing the romantic betrayal of a loved one is quite devastating.
Detention	-20	4	Aww shucks! Nobody likes spending time in detention!
Embarrassed	-20	3	Situations like this should be avoided at all costs…they're hard to live down.
Aching Back	-20	4	An aching back is quite the nagging problem. A massage would surely help.
Buzz Crashed	-10	3	Caffeine buzzes wear off eventually, leaving a sad Sim. Walk it off or have another cup!
Disgusted	-5	Lasts until leaving or cleaning	Revolting sights and smells will have this effect on Sims, so it's best to move them away.
Afraid of the Dark	-15	0	Heading inside or finding a bit of sunlight will take care of this cowardly affliction.
Disappointed	-15	24	Some Sims just hate it when they blow a chance to impress others.
Caught After Curfew	-15	3	It's so unfair! Why don't parents understand?
Offended	-15	3	Offense, when given, will require a healthy dose of time to forgive and forget. Or the dreaded apology.
Humiliated	-15	3	Humiliation tends to rear its ugly head just behind the heap of insulting comments.
Threw a Lame Party	-15	8	Some Sims throw awesome parties. Others throw parties that compare roughly with a stomach virus.
Crying Baby	-15	Lasts until leaving or baby stops crying	If the baby can't be quieted, it's best to get as far away as possible.
Feeling Anxious	-15	Variable	Neurosis overtakes some Sims with a feeling of anxiety that can only be solved by confronting the problem head on.
Anxious to Advance	-15	0	It's been a long time since a promotion has been earned or a skill has been improved… too long!
Overworked	-15	12	All work and no play makes it so that Sim needs to lay off putting in all that extra effort.
Upset	-15	3	It's hard to endure the rough patches with those you care about.
Itchy	-15	4	There's just no way to scratch the cursed itch!
Bad Night's Sleep	-15	6	Sleeping on a cheap bed would make any Sim grumpy.
Dirty Surroundings	-15	Lasts until leaving or cleaning	Garbage, filth, and grime do not improve one's surroundings.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

NEGATIVE MOODLETS, CONTINUED

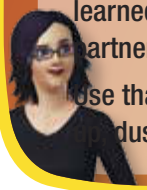
Moodlet	Effect	Duration in Hours	Description
Enemy!	-10	Lasts until Sim leaves	The presence of garbage would be preferred to that of a hated enemy!
Unfinished Room	-10	Lasts until room finished	This room needs proper flooring and wall covering of some sort to be considered complete.
It's Dark	-10	Lasts until room brightens	A little light would certainly improve things. Perhaps some windows to let natural light in, as well?
Strained	-15	Variable	Sim could stand a few hours of fun to iron out the stress.
Sore	-10	6	Sims may occasionally feel a little pain, but the results are usually worth it. Sometimes a massage can help…
Technophobia	-10	3	Some Sims really can't stand watching TV no matter what the channel.
Can't Stand Art	-10	3	One Sim's art is another Sim's garbage. Some Sims just don't appreciate the finer things in life.
Rude Awakening	-10	1	Loud noises and ruckuses will disturb sleeping Sims. Keep those stereos off and the conversations somewhere else, and don't light the bedroom on fire.
Dislikes Children	-10	Last until Sim or child leaves	Some Sims just don't find children to be adorable bundles of joy.
Rude Guest	-10	4	Sims don't like it when other Sims are rude, especially houseguests!
Rejected First Kiss	-10	6	It's sad when a Sim gets rejected for a first kiss. Very sad. A rejected Sim needs time to cool off before their social skills will be back on track.
Bad Reception	-10	Variable	Cheap television sets don't always provide the most pristine picture.
Tired From Moving	-10	6	It's been a long day, but it's good to be home and settled in.
Creeped Out	-10	Variable	Ewww! Someone sure is acting creepy!
Cold Shower	-10	3	Freezing jets of water will dull any mood. Perhaps it's time to upgrade the shower…
Tastes Like Fridge	-10	Variable	Every bite shouldn't contain flavors from everything else in the fridge. Quality fridges never have this problem!
Uneven Cooking	-10	Variable	At least the left-most portion was cooked correctly…right? Maybe a nicer stove would burn better.
Lonely	-15	Lasts until Sim finds company	Communication is a must for Sims. A quick chat will fix things right away.
Smelly	-10	Lasts until shower	Sims don't like to stink. More importantly, Sims don't like other Sims that stink.
Grungy	-5	Lasts until shower	Yuck! That layer of grime growing might mean it's time for a bath or shower.
Wasted Food	-5	Variable	Don't throw away good food! There are starving children in Strangetown!
Creepy Graveyard	-5	Variable	Graveyards are terrifying places filled with dead bodies, the ghosts of the bodies, and fear.
Boring Conversation	-5	3	Yawn! Will they ever stop talking?
Feeling Unlucky	-5	23	Today is NOT Sim's lucky day. Nothing good can come of this.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Brownie Bites

If you're like me, you reacted to negative moodlets with horror at first. What am I doing wrong?!? Relax. You are not causing permanent damage to your Sims. In fact, negative moodlets are excellent teaching tools. Whenever I spotted a negative moodlet, I made a mental note to avoid the activity in the future that caused the downer.

Besides, pain is part of life. Without it, you're missing discovery opportunities. If you've ever had your heart broken, you know that once you get past the awful first week, you are already a better person because you learned about love's fragility. You can apply that lesson to the next relationship—and if you're smart, the next partner will benefit from your previous hurt.



Use that in *The Sims 3*. Let your darlings stumble. (But don't push them.) And when they do fall down, pick them up, dust them off, and send them back out into Sunset Valley all the wiser.

Brownie Bites

The best way to earn Lifetime Happiness points and get those essential Lifetime Rewards—as well as keep your Sim happy—is to maximize moodlets. Do things that will make your Sims repeatedly content and your will bank plenty of Lifetime Happiness points. Here are some little tips and tricks:

- Take a stereo with you to the park. Pull it out and play your Sim's favorite music. You get the Enjoying Music and Beautiful Park moodlets.
- Learn the Cooking skill and make high quality meals. Place extra servings of a perfect meal in the fridge (a good fridge) so you can eat these perfect leftovers for days and keep getting the Amazing Meal moodlet.
- Give your Sim the Over-Emotional trait for a 20 percent increase on every moodlet. If you make sure they get positive moodlets, their overall mood will soar.
- Buy the Moodlet Manager Lifetime Reward to remove negative moodlets.
- Achieve level 10 in the Culinary career to get a mysterious new fridge. Sims who walk past this fridge get the Superior Equipment moodlet.
- Have somebody in the household learn the guitar so everyone nearby gains the Enjoying Music moodlet.
- Grow a Flame Fruit and carry it with you at all times. You get the Warmed moodlet.
- Install a fireplace in your house and direct Sims past it to pick up the Cozy Fire moodlet.
- Go see movies at the theatre. It is a cheap way to get a long, positive moodlet: Saw a Great Movie.
- Wonderful paintings created by Sims who master the Painting skill add huge environmental boosts to rooms. Add in some rare fish and precious gems and you have rooms that inspire the Beautifully Decorated moodlet on a regular basis.
- Buy the rubber duckie from the supermarket so you can enjoy the Duck Time moodlet every time you take a bath.
- Brush your teeth regularly for the Minty Breath moodlet.
- If you have multiple Sims in your household, have them stop and compliment each other for a moment to get the Flattered moodlet.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

NOTE

Have a Loves the Outdoors Sim? Send them outside to fish and explore daily for the One with Nature moodlet.

TIP

Buying the Mood Modifier Lifetime Reward negates the effects of all negative moodlets.

Keeping Spirits High

Now that you have a complete list of moodlets to strive for (as well as those to avoid), you're ready to head out into the world and make sure your Sim both becomes and remains as happy as possible. There are many ways to boost your mood, such as buying a new object for the house or eating a great meal at a restaurant. Here are some of our top tips and tricks for boosting your Sim's mood into that important bubble at the top of the Mood meter and keeping it there as long as possible. After all, a happy Sim tends to get the most out of life, whether it's around the home, at work, or out in the community.

TIP

Mood is a constant metric for promotions across all careers. Going to work in a good mood speeds promotions.

You actually boost your mood just by fulfilling small wishes. If you deliver on a promised wish, your Sim gets a six-hour mood boost from the Fulfilled moodlet. Fulfilling a Lifetime Wish gives a major mood boost for an entire week!

Food Boosts



The simple act of eating can have a very positive effect on your Sim. Not only does it negate hunger, but quality food can also put a Sim on cloud nine (or clouds one through eight, depending on how good the meal is). Here are some tricks for maximizing mood through eating:

- Develop the Cooking skill. As your Sim approaches level 10, they make higher and high quality meals. Quality meals result in the Good Meal, Great Meal, and Amazing Meal moodlets depending on the skill of the cook and the number of times the recipe has been prepared.
- Sims get better at a recipe the more they make a dish. Fortunately, they do not get tired of eating the same thing, so if your Sim masters a dish like Goopy Carbona and can keep making perfect-level servings of it, Sims get moodlet boosts for eating it.
- Place leftovers of excellent or perfect recipes in the fridge and eat them whenever the Sim is hungry. Buying a more expensive fridge helps leftovers keep for longer so you waste little time making additional servings every day and can enjoy a quick mood boost from eating good food.
- When a Sim finally reaches level 10 of the Culinary career, they get a special fridge that not only keeps leftovers for a long time, but Sims get the Superior Equipment moodlet just for walking past it.
- If your Sim makes a new recipe and does a poor job resulting in a disgusting meal, don't eat it. Just rely on a quick meal to satiate hunger. The Sim is sad over wasting food, but the mood hit for the Nauseous moodlet is worse.
- At level 10 of the Cooking skill, Sims can buy the Baked Angel Food Cake recipe. Eating a serving of this recipe results in the Warm Fuzzies moodlet, which gives an easy mood boost for five hours.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



- Eating out at the diner or bistro always results in a food-related mood boost. Sure, it costs Simoleons, but the eight-hour moodlet boost will pump up your Sim's overall mood. Try eating at the bistro or diner before going to work for an extended mood boost.
- Dining at the bistro occasionally (but not too often) results in the Divine Meal moodlet. This moodlet boost lasts for an entire week and offers +75 to your Sim's mood. Talk about a happiness generator.
- Feed Ambrosia to your Sims so they get the coveted Divine Meal moodlet. The recipe is available from the bookstore once Sims reach level 10 of the Cooking skill. However, the recipe does not come cheap. It costs §12,000 and it's worth every single Simoleon.
- No time to cook? Just grab a quick snack. If you let your Sim get too hungry, they get the Very Hungry and Starving moodlets. These negative moodlets last a long time and are terrible to have, especially before going to work.
- In addition to buying a good fridge, splurge on a good stove. This helps reduce the chances of preparing a meal that results in the negative Uneven Cooking moodlet while working on new recipes.

Environment Boosts



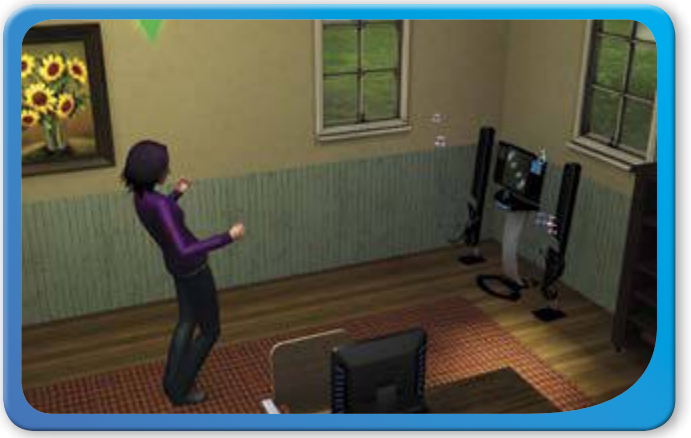
Sims are affected by their surroundings at home. You can boost mood by making sure your Sims have a pleasant, pleasing place to hang their hat. Sure, it may cost a little money to get the best stuff and make your Sims happy, but maxing out mood is almost always worth the expenditure.

- Sims love new stuff. In fact, buying a new object for the house results in the appropriately named New Stuff! moodlet, which is a quick mood booster.
- Keep your lot clean. It doesn't take that long to pick up dishes or make sure objects in the bathroom are clean. Mop up puddles right away, too. Dirty houses result in negative moodlets like Filthy Surroundings. Walking through a dirty house on the way to work is a real mood-killer.
- Master the Painting skill so your Sims create Masterpieces. Masterpieces add huge environmental boosts to rooms that help foster the Decorated moodlets.
- Spend some Simoleons on nice objects such as painting and sculptures so Sims get the Decorated moodlets just for passing through a room.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

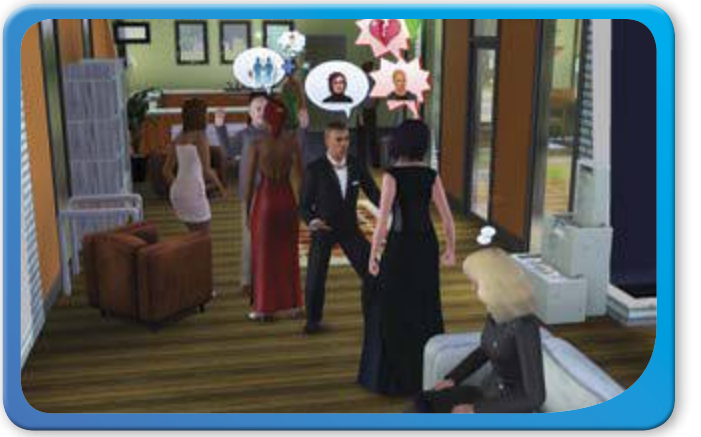


- Install a fireplace in your Sim's house. When Sims walk past it while a fire crackles, they get the Cozy Fire moodlet. If they linger near the fireplace, they get the Warmed moodlet.
- Speaking of heat, if a gardening Sim grows a Flame Fruit and keeps it in their personal inventory, they always enjoy the Warmed moodlet.
- Place a swimming pool on your lot. Sims gets the Lovely Pool moodlet when they are near it.
- Buy the rubber duckie from the supermarket and place it on the tub in your house. Every time Sims take a bath, they get the Duck Time Fun moodlet. That's an easy mood booster.



- All Sims like music. Place a stereo in your house and play music for your Sims so they get the Enjoying the Music moodlet. The potency of this moodlet increases with the quality of the stereo. If a Sim with the Handiness skill upgrades the stereo so it plays music in all rooms, all Sims in the house enjoy the moodlet boost when music is played.
- In addition to digging on music from a stereo, Sims also like the sound of the guitar. A skilled musician can cause the Enjoying the Music moodlet, too.
- Not all chairs are created equal. When browsing the chairs, look at the comfy rating. The higher the rating, the comfier the chair. (And, chances are, the more expensive the chair, too.) However, spend the extra Simoleons for the comfy chairs and sofas. Sitting in one—even for just a few moments—results in the Comfy moodlet.
- Your Sim gets the Pristine Picture moodlet boost from watching a quality TV. If a handy Sim tinkers with it, the chance of getting this moodlet increases. It's another easy way to boost overall mood.

Social Boosts



With the exception of Loner Sims, Sims love to be social. Many positive moods come from being a gadfly or a schmoozer, so consider these tricks while dealing with other Sims. Your next social interaction could put your Sim's mood up into the green!

- Parties put Sims in good moods. If you put together an awesome party that your guests enjoy, you get the Threw a Great Party moodlet, which lasts an entire day.
- Know a Sim who is a Great Kisser? A little smooch from this Sim results in a nice little moodlet, Great Kiss. On the way out the door, that's an easy pick-me-up.
- Meeting a new Sim is always enjoyable, but when your Sim is able to convert that acquaintance into a friendship, they can enjoy the New Friend moodlet. So, get out there and socialize. Just watch out for clumsy conversations so you don't end up with negative moodlets like Embarrassed or Boring Conversation.
- If you have multiple Sims in your household, have them stop and compliment each other for a moment to get the Flattered moodlet.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Need Boosts



Each Sim has six primary needs. Addressing these needs often boosts the overall mood. Because we already dealt with food-related mood boosts, these strategies are related to the remaining needs.

- It's tempting to push your Sims to the limits of sleep in order to squeeze as much into a day as possible. However, getting a full night's sleep gives the Well Rested moodlet for a full 10 hours. That's a great moodlet to have before going to work.
- Got a spare hour? Take a nap. The Had a Nice Nap moodlet is a quick fix that adds a nice mood bump for a few hours.
- Obviously, Sims like to have fun. Giving your Sim something to do they enjoy (often related to traits, such as giving a good book to a Bookworm) will bring on the Entertained moodlet. Keep it up for six hours and that moodlet turns into the Having a Blast moodlet, which is an even bigger mood booster.
- Hygiene is an important need. It's not just that Sims do not like being around stinky Sims, but taking care of hygiene can often result in a positive mood boost.



- The Minty Breath moodlet boost is a quick hit for very little effort. Just brush your Sim's teeth at any sink. Make it a habit.
- Buy a quality shower and enjoy the Exhilarating Shower moodlet boost. Get this right before heading out the door to work (along with a quality meal) to have a great day at the office.
- Whoa—is your Sim afflicted by the Strained moodlet? Give them a massage or something fun to do to get rid of it as soon as possible!

Out and About Boosts



There are many ways to boost your Sim's mood outside the house. Many community lots such as the theatre have positive effects on mood, so if your Sim is down in the dumps, try these suggestions for turning that frown upside-down:

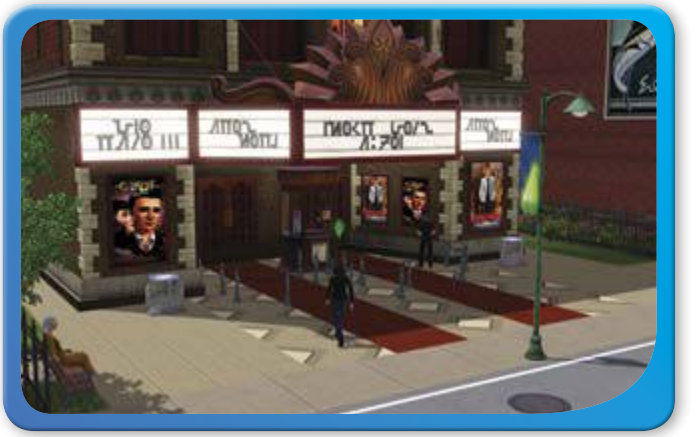
- If your Sim has the Loves the Outdoors trait, just going out into nature results in the One with Nature moodlet. It's an easy mood booster achieved by just going outside, so consider making sure your Sim has this trait.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

- Visiting a city park gives Sims the Beautiful Park moodlet. It offers a nice mood bump. However, you can kick your mood up another notch by bringing a stereo when heading to the park. Place the stereo on the ground near your Sim and play some music. Now your Sim not only gets the Beautiful Park moodlet, but also the Enjoying the Music moodlet.
- Many facilities such as the theatre or science facility offer tours. If your Sim has a trait that is related to the lot that offers a tour, take it and enjoy the Impressed and/or Fascinated moodlets.



- The day spa is a positive moodlet factory. Buying treatments at the day spa results in a variety of moodlets—all of them positive. The more expensive the spa treatment, the better the effect. The body treatments, for example, result in the Rejuvenated moodlet. If you spring for the top treatment, you can get up to +100 on your mood for 24 hours. You are effectively buying happiness!



- Go to the movies! This is a cheap way to get an extended mood boost called Saw a Great Movie. It lasts for 16 hours, so if you catch a flick the night before work, you'll enjoy the effect of the moodlet for the majority of the next day's shift.
- On your way out of the house, stop by the mailbox and donate some Simoleons to charity. The more Simoleons you donate, the bigger the boost from the Charitable moodlet. The moodlet lasts an entire day, so it's an effective way to pump up a Sim.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Lifetime Wishes

Before sending a new Sim out into Sunset Valley or Riverview, you must make one final choice: the Sim's Lifetime Wish. This wish defines the ultimate goal of their life as they commute, socialize, and build up both skills and careers. The reward for fulfilling a Lifetime Wish is a wealth of Lifetime Happiness points, which can be used to purchase some awesome special objects, personality modifications, and more.

31 Flavors of Dreams

There are almost three dozen Lifetime Wishes to achieve in *The Sims 3*. Some of these dreams revolve around careers or skills. Others are about the great accumulation of Simoleons. Some are as pure as the desire to have and raise a family—to be surrounded by unconditional love—while another is as fiendish as wanting to nudge a wealthy spouse toward an untimely demise.

NOTE

Many—but not all—of the Lifetime Wishes are tied to skill development and career building. Be sure to use the tips and tricks in the Simology chapter to help you advance your goals and fulfill those Lifetime Wishes. In certain cases you may find text repeated between the different chapters, with the info repeated for ease of use.

Lifetime Wishes

Become a Creature-Robot Cross Breeder

- Reach Level 9 in the Science Career

The complexity of circuitry and oddity of organics perennially perplex the scientific community. Your Sim must have excellent Handiness expertise and enough experience with gardening and fishing to know what organic beings need to thrive when fused with machines.

Become a Grand Master in Chess

- Chess Legend
- Master the Logic Skill

Logic is cold and calculated, and chess is the battleground for those who adhere to it. A Sim who can master the path of logic and reach the coveted rank of Chess Grand Master will forever be enshrined in memory.

Become a Master Thief

- Reach Level 10 in the Criminal Career (Thief branch)

Lightning quick reflexes (honed at the gym of course) and impeccable teamwork will take your Sim far, but only the most cat-like thieves reach the rank of Master Thief. The path begins with the local crime organization and leads to pilfering the world's jewels!

Become a Superstar Athlete

- Reach Level 9 of the Athletic Career

Earning a championship jersey means developing the utmost athletic perfection and a tight bond with teammates, thus fostering victory even when the game seems lost.

Become an Astronaut

- Become an Astronaut in the Military Career
- Reach Level 10 in the Military Career

Astronauts are incredible pilots who have endured years of rigorous athletic training. An astronaut's thirst for adventure is quenched only by daring space missions.

Celebrated Five-Star Chef

- Reach Level 10 of the Culinary Career

Bustling kitchens filled with fiery stoves and flamin' hot dishes are in store for Sims desiring the Five-Star Chef epithet. Your Sim will need to build relationships with kitchen staff and develop Cooking skills.

CEO of a Mega-Corporation

- Become a CEO in the Business Career

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Your Sim can become a purveyor of profits and margins that make board members smile. Your Sim must successfully schmooze co-workers and the ever-present boss to ascend the corporate hierarchy.

Culinary Librarian

- Learn Every Recipe

By mastering the Cooking skill and perusing the bookstore for recipes, your Sim can become a walking library of culinary expertise.

The Emperor of Evil

- Reach Level 10 of the Criminal Career (Evil branch)

Your Sim can become the leader of the world's most diabolical organization. Strong evil office relationships are a must, as is possessing enough Athletic ability.

Forensic Specialist: Dynamic DNA Profiler

- Reach Level 10 in the Law Enforcement Career (Forensic branch)

Special Agents in the field require the best data to apprehend criminals and only the finest analytical minds will suffice. After all, criminals leave only so many useful clues, making the work challenging. Students of Logic with a knack for Painting make the best forensic analysts.

Gold Digger

- See Ghost of Wealthy Spouse

Some paths to acquiring wealth are more devious and selfish than others. Gold Diggers seek to marry the incredibly wealthy and yearn to see the premature demise of their spouse. It's the only way to really enjoy the money—alone and rich.

Golden Tongue, Golden Fingers

- Master the Guitar Skill
- Master the Charisma Skill

Kindly spoken words and softly strummed strings are the fastest way to a Sim's heart and an excellent way to make friends. Charisma is a highly social endeavor, whereas guitar is for those who love learning and performing music. A master of both is an irresistible charmer.

Heartbreaker

- Be the Girlfriend/Boyfriend of 10 Different Sims

Why settle for a long-term romantic relationship or monogamy when there are so many attractive Sims out there? Your Sim can find a lifetime's enjoyment by seeing many different Sims. Just keep your Sim's many former lovers at a reasonably safe distance.

Hit Movie Composer

- Reach Level 10 in the Music Career (Symphonic branch)

The composer must be well-liked by the musicians of the symphony, a master of music, and one who truly understands logic to grasp the science of sound.

Illustrious Author

- Master the Painting Skill
- Master the Writing Skill

The arts delight most Sims. However, for each successful artist there are dozens of has-beens and failures. Your Sim can write and paint toward a lifetime of artistic success, but it won't be easy.

International Super Spy

- Reach Level 10 in the Law Enforcement Career (Special Agent branch)

The forces of justice and order need champions to foil the nefarious plans of those who would do the citizenry harm. Only Sims in peak physical condition who use logic to solve troubled situations and look smashing in evening wear need apply at the Police Department.

Jack of All Trades

- Reach Level 5 of 4 Different Careers

Being tied to a single job isn't for everyone. Your Sim will be a jack of all trades, or at least four, by climbing halfway up the corporate ladder of four careers.

Leader of the Free World

- Reach Level 10 in the Political Career

The Leader of the Free World must be a passionate and charismatic politician who can raise immense campaign funding. It is an unenviable position where a Sim must constantly adjust to unexpected problems. The world needs great leaders—like your Sim.

Living in the Lap of Luxury

- Have Household Net Worth of 100,000 Simoleons

A life of extreme wealth is one of comfort and privilege, but also one of fulfillment. If your Sim owns a fabulously

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

furnished home and has enough money to live in luxury, satisfaction will be had.

Master of the Arts

- Master the Guitar Skill
- Master the Painting Skill

The artisan can paint images that incite the humorless to laugh and the inarticulate to eloquence. The addition of Guitar skills can make your Sim the envy of the community.

Perfect Garden

- Plant and Grow 8 Different Species of Perfect Plant

The most delicious fruits and vegetables are harvested from a perfect plant. Perfect plants grow from only the best seeds, which drop from the branches of generation-spanning plants that have been well tended and loved. Only fanatically patient outdoorsmen can plant such a garden.

Perfect Mind, Perfect Body

- Master the Athletic Skill
- Master the Logic Skill

Seeking personal perfection through rigorous mental and physical training is a noble goal that guarantees a lifetime of challenge. Your Sim may one day stand on the peak of physical Sim achievement, but not without much sweat and mental strain.

Presenting the Perfect Private Aquarium

- Have at Least 13 Different Species of Perfect Fish in Fishbowls

The ultimate fishermen can reel in incredibly majestic fish; so large they're practically bursting out of their scales. Truly dedicated fishermen spend hours casting and re-casting until the fruits of the deep blue are caught. Your Sim can create an amazing private aquarium by catching the most magnificent fish for a private collection.

Renaissance Sim

- Reach Level 10 with 3 Different Skills

True scholars are not satisfied with mastering a single subject. Reach the top level of several skills to become a Renaissance Sim.

Rock Star

- Reach Level 10 in the Music Career (Rock branch)

The path of rock appeals to many a young Sim, but the perilous journey is completed by few. Your Sim must join the music career, survive the early years of rock servitude, and master the guitar to become the greatest rock star the world has ever known.

Star News Anchor

- Reach Level 10 in the Journalism Career

Great Charisma and an epic level of literary eloquence are required to succeed in the fast-paced field of journalism.

Super Popular

- Be Friends with 20 Sims

Popularity is a sign that the community enjoys the friendship of your Sim. Unselfish socialization is a worthwhile pursuit.

Surrounded by Family

- Raise 5 Children from Babies to Teens

For family focused Sims, the pitter patter of little feet makes parenthood worthwhile. A house full of children can mean a tight budget, little personal time, and few luxuries, but there's always somebody to play with or something new to teach.

Swimming in Cash

- Have 50,000 Simoleons in Household Funds

Simoleons fuel the world and for some fiscally minded Sims, personal happiness as well. Scrimping and saving to live in an efficient home, working hard at work, and succeeding at lucrative personal side projects will allow your Sim to swim in the metaphorical pool of money.

Tinkerer

- Master the Logic Skill
- Master the Handiness Skill

Logic and Handiness are natural bedfellows, partners of invention and discovery. Logic leads to great finds like eerie nebulas, whereas Handiness unlocks interesting household improvements.

World Renowned Surgeon

- Reach Level 10 in the Medical Career

Only the greatest surgeons defeat disease. Your Sim must be able to make logically brilliant, split-second decisions at the operating table. The medical profession is only for incredibly dedicated Sims who are mentally above the rest.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Making Dreams Come True

Achieving a Lifetime Wish is not easy. Whereas the day-to-day wishes are typically one-step dreams such as learning how to play the guitar, Lifetime Wishes require hours and hours of work. One does not become an astronaut after a weekend of training, after all. But while it may not be easy to necessarily fast-track a Lifetime Wish, there are definitely ways to realize these dreams a lot sooner than you think.

NOTE

Accept career-related opportunities whenever chasing a work-oriented Lifetime Wish. These opportunities often help out with career advancement.

Become a Creature-Robot Cross Breeder

- Reach Level 9 in the Science Career

Reaching level 10 in Science career is hard enough, so be grateful that this Lifetime Wish only requires you to achieve the ninth promotion level: Creature-Robot Cross Breeder. At this level of the career, you need to be on top of not only mood, but also three different skills: Gardening, Handiness, and Fishing. So, to rocket to level 9, you need to allow for plenty of time to nurture and develop these skills.

Here is the complete breakdown for promotions in the Science career, so you know exactly what is required of you to achieve the needed level:

SCIENCE CAREER

Level	Position	Work Days	Start Time	Length of Day	Average Daily Pay	Weekly Average Pay	Pension Pay	Metrics for Promotion
1	Test Subject	M, T, W, TH, F	9 AM	5.5	240	1,200	60	Mood, Gardening Skill
2	Lab Tech	M, T, W, TH, F	9 AM	5.5	288	1,440	70	Mood, Gardening Skill
3	Useless Contraption Manipulator	M, T, W, TH, F	9 AM	5.5	346	1,730	90	Mood, Gardening Skill, Handiness Skill
4	Fertilizer Analyst	M, T, TH, F	9 AM	5	485	1,940	100	Mood, Gardening Skill, Handiness Skill
5	Carnivorous Plant Tender	M, T, TH, F	9 AM	5	582	2,328	120	Mood, Gardening Skill, Handiness Skill
6	Aquatic Ecosystem Tweaker	M, T, TH, F	9 AM	5	699	2,796	140	Mood, Gardening Skill, Handiness Skill, Fishing Skill
7	Genetic Resequencer	M, T, TH, F	9 AM	4.5	839	3,356	160	Mood, Gardening Skill, Handiness Skill, Fishing Skill
8	Top Secret Researcher	M, T, TH, F	9 AM	4.5	1,007	4,028	200	Mood, Gardening Skill, Handiness Skill, Fishing Skill
9	Creature-Robot Cross Breeder	M, T, F	9 AM	4.5	1,209	3,627	180	Mood, Gardening Skill, Handiness Skill, Fishing Skill
10	Mad Scientist	M, T, F	9 AM	4.5	1,814	5,442	260	Mood, Gardening Skill, Handiness Skill, Fishing Skill

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Gardening Skill



There are multiple ways to start developing this skill: by taking a class at the science facility, by reading a Gardening skill book available from the bookstore, by planting a seed on your property (or the community garden in Riverview) and cultivating it, or by gardening with low-level plants like tomatoes, grapes, lettuce, and apples, which can be planted with no skill. However you get to the first level of the Gardening skill, you cannot stop there. To keep achieving promotions at work, continue developing the skill while not on duty.

TIP

If you want to shoot for this wish, the Green Thumb trait is very useful.

Because this skill is a metric for promotions for the entire career (notice how Handiness and Fishing come into play later in the career), it requires the most time. Create a garden on your lot so you have easy access to your harvestables at all times. Doing a little gardening before and after a shift is a good way to continue developing the skill without taking too big of a bite out of your day. Besides, the more promotions you achieve, the shorter your shifts, giving you more and more time to devote to your garden.

TIP

You cannot lose a level once developed, so don't worry if you shift priorities to another skill. Your harvestables, however, are not quite so resilient. Ignore them for too long and they wither, resulting in a complete loss of time and Simoleons.

Handiness Skill



The Handiness skill is initially developed by taking a course, reading a book about the subject, or just attempting to repair a broken object around the house. Because the Handiness skill is so critical to achieving this wish, always attempt repairs yourself around the house instead of calling in a Service Sim to do the job. Not only will you save a little cash, but the skill comes faster the more you try to fix stuff.

CAUTION

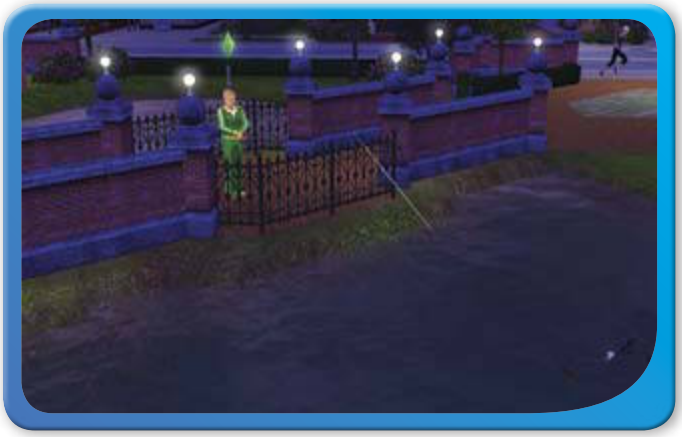
Don't attempt to repair a broken electrical object near water at low levels in the skill—you risk electrocution, which is a nasty death. Well, come to think of it, all deaths are nasty, aren't they?

In addition to repairing, handy Sims can also attempt to tinker with objects. As you develop the skill, you learn how to upgrade objects around the house. This is very useful because not only does this activity further develop the important promotion metric, but it also improves the objects in your house, which can lead to better moods.

For a deeper explanation of developing the Handiness skill, see The Tinkerer Lifetime Wish in this chapter, which requires maxing out the skill.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Fishing Skill



To reach the sixth promotion in the Science career, you must have the Fishing skill. Do not wait until level 5 in the career to get started on this skill. Drop a hook in the water as soon as you can and develop this skill in the background while placing a greater emphasis on the Gardening skill, which is a metric for the very first promotion at work.

You can develop this skill just by fishing, so whenever you have a free moment, get to the water and cast a line. You do not need to even reel in anything good to develop this skill. However, landing good catches of high quality and using them in either cooking or gardening (fish make great fertilizer) is always beneficial.

While at Work...

As you advance up the career ladder at the science facility, you earn a new tone. Tones are how your direct your Sim to behave while at work, such as making friends with co-workers or sucking up to the boss. Well, neither of these are promotion metrics (although they will help you meet Sims and make new friends, which is good for your social life). Instead, focus on the science career's unique tone: Do Independent Experiment. While working under this tone, you work on a side project that results in an immediate promotion if successful. Not all experiments are successful. And many experiments take several days to complete, so you never know if you are barking up the wrong tree until the experiment is over.

If you keep heading to work in the Science career in a good mood and raise a level across the needed skills once every few days, you will gain the necessary promotions on a regular basis. Just make sure you don't ignore the rest of life while working on those skills! After all, if your Sims spend too much time in the garden or at the lake without talking to a soul, they become lonely. And that delivers a mood hit.

Become a Grand Master in Chess

- Become the Chess Legend
- Master the Logic Skill

Becoming a Grand Master in chess means your Sim must spend a lot of time hovering over the pieces. But before becoming the next Bobby Fischer, your Sim must fully develop the Logic skill. Without reaching the higher levels of the skill, it will be difficult to win enough chess games to score the big title. Of course, playing chess develops the Logic skill so these two dreams dovetail nicely.

Playing Chess



The Grand Master title is actually one of the Skill Challenges of the Logic skill. The Grand Master title is bestowed on a Sim who reaches the fifth level of the competitive chess circuit. Now, there is no elaborate bracketed tournament that your Sim must play in to earn this title. To become a Grand Master, you just need to get out there and keep playing chess more and more. The higher your Sim's Logic skill, the more likely they are to win a chess match.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

NOTE

There is actually a hidden skill in *The Sims 3*—the Chess skill. The more you play chess, the more you develop this invisible skill. The higher you push this skill, the more wins you will accumulate in the Skill Journal.

Each town has outdoor chess boards where you can challenge other Sims. If you just sit down, it will not take long for another Sim to come along and play with you. You can also look for Sims at a chess table all by themselves and join them for a game. Do not get discouraged by losing, especially at first. Your Sim will get better over time. Soon it will be you sitting triumphantly across the table from a crushed rival.

Logic Skill

The great thing about this wish is that you are accomplishing the Logic skill half of the goal while pursuing the Grand Master title. Every moment you spend playing a chess game develops the Logic skill—even games that your Sim loses!

Become a Master Thief

- Reach Level 10 in the Criminal Career (Thief Branch)

The Master Thief is the top promotion in the Thief branch of the Criminal career. The Emperor of Evil Lifetime Wish in this chapter explains the first half of the career so you know how to reach the split as soon as possible. However, once you reach level 6 of the career, you veer in a completely different direction from the Evil branch. Instead of embracing the Logic skill and a relationship with the leader, you must build relationships with accomplices.

CRIMINAL CAREER – THIEF

Level	Position	Work Days	Start Time	Length of Day	Average Daily Pay	Weekly Average Pay	Pension Pay	Metrics for Promotion
7	Safe Cracker	SU, M, T, F, S	9 PM	5	480	2,400	120	Mood, Athletic Skill, Relationship w/ Accomplices
8	Bank Robber	SU, T, F, S	9 PM	5	610	2,440	120	Mood, Athletic Skill, Relationship w/ Accomplices
9	Cat Burglar	SU, T, F, S	9 PM	4	900	3,600	180	Mood, Athletic Skill, Relationship w/ Accomplices
10	Master Thief	SU, T, F, S	9 PM	4	2,100	8,400	400	Mood, Athletic Skill, Relationship w/ Accomplices

While at Work...

Up to the split, you developed the Athletic skill as a metric for advancement. That does not change in the Thief branch, so keep working on those weights at home and do not be afraid to use the Practice Illicit Activities tone occasionally at work to develop the skill.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



You also need to keep building relationships with your accomplices. Using the Conspire with Accomplices tone at work helps build those relationships, but you should also fraternize outside of work. The better you get along with fellow criminals, the more they will respect you. That translates into promotions.

Become a Superstar Athlete

- Reach Level 9 of the Professional Sports Career

Athletic-oriented Sims are likely to dig into this Lifetime Wish. To achieve this dream, you must achieve the Superstar promotion in the Professional Sports career. This is only level 9 in the career, so you do not have to reach as high as necessary for many other career-related Lifetime Wishes.

PROFESSIONAL SPORTS CAREER

Level	Position	Work Days	Start Time	Length of Day	Average Daily Pay	Weekly Average Pay	Pension Pay	Metrics for Promotion
1	Rabid Fan	M, T, W, TH, S	3 PM	6	75	375	30	Mood
2	Snack Hawker	M, T, W, TH, S	3 PM	6	150	750	60	Mood
3	Toddler Sports Coach	M, T, W, TH, S	3 PM	6	195	975	70	Mood, Athletic Skill
4	Minor Leaguer	M, T, F, S	3 PM	6	254	1,016	80	Mood, Athletic Skill, Relationship w/ Team
5	Rookie	M, T, F, S	3 PM	5	381	1,524	110	Mood, Athletic Skill, Relationship w/ Team, Win-Loss Record
6	Starter	M, T, F, S	3 PM	5	667	2,668	200	Mood, Athletic Skill, Relationship w/ Team, Win-Loss Record
7	AllStar	M, T, F, S	3 PM	4	801	3,204	230	Mood, Athletic Skill, Relationship w/ Team, Win-Loss Record
8	MVP	M, T, F, S	3 PM	4	962	3,838	280	Mood, Athletic Skill, Relationship w/ Team, Win-Loss Record
9	Superstar	M, T, F, S	3 PM	3	1,155	4,620	330	Mood, Athletic Skill, Relationship w/ Team, Win-Loss Record
10	Sports Legend	M, T, F, S	3 PM	3	1,386	5,544	400	Mood, Athletic Skill, Relationship w/ Team, Win-Loss Record

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Athletic Skill

Interestingly enough, your Sim's Athletic skill is not a metric at first. Not until you go for the Toddler Sports Coach promotion (level 3), does this skill become a factor. Don't wait to start developing the skill, though. Begin working out at the gym right away. Swim in a pool for exercise. Get that skill going so that when it does come time for the promotion, you are ready for it.

Later on in the career, you earn the ability to work out at the stadium. This is a good way to develop the skill while on the job, but do not use it to the exclusion of getting to know your teammates. That is an important metric, too.

While at Work...

Naturally, this is a great career for a Sim with both the Athletic trait and developing the Athletic skill. Once you reach the Toddler Sports Coach position, you can start using the Work Out at Gym work tone, which lets you continue developing the Athletic skill at work, albeit at a slower pace than at home or on personal time. (Up until this promotion, reporting to work does not increase the Athletic skill.)

The Rookie promotion starts the game part of the career. Now work is often replaced by practice and the career keeps a running tally on the team's win-loss record. The higher the Sim's Athletic skill, the greater the chance at winning the game, which in turn improves the Sim's mood with the Winner moodlet. The chance of winning a game is also improved by the Prepare for Game tone.

Once the Sim reaches the top promotion—Sports Legend—two things happen. One, the Sim can now perform the Do Advertising Deal interaction at businesses for Simoleons at least once a week. Two, the Sim can also Hold Autograph Sessions at venues where they are handsomely rewarded for signing autographs for as many Sims on the lot as possible.

TIP

Make sure you also go to work in a good mood! You have a better chance of winning a game if you report to the stadium in good spirits.

Become an Astronaut

- Reach Level 10 in the Military Career

When you reach the top of the Military career, you become an Astronaut. The path to the stars, though, is not an easy trip. You must not only maintain high spirits while reporting to the base, but also work on both the Athletic skill and Handiness skill for almost the entire career. This will consume a lot of time and perhaps make it difficult to maintain a bubbly social life off-base, but when you finally do get a shot at that spaceship, it will all be worth it.

MILITARY CAREER

Level	Position	Work Days	Start Time	Length of Day	Average Daily Pay	Weekly Average Pay	Pension Pay	Metrics for Promotion
1	Latrine Cleaner	M, T, W, F	7 AM	7	280	1,120	80	Mood, Athletic Skill
2	Grease Monkey	M, T, W, F	7 AM	8	350	1,400	100	Mood, Athletic Skill
3	Grunt	M, T, W, F	7 AM	8	385	1,540	110	Mood, Athletic Skill, Handiness Skill
4	Squad Leader	M, W, F	7 AM	7	655	1,965	150	Mood, Athletic Skill, Handiness Skill, Relationship w/ Superior
5	Flight Officer	M, W, F	7 AM	7	754	2,262	170	Mood, Athletic Skill, Handiness Skill, Relationship w/ Superior

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

MILITARY CAREER, CONTINUED

Level	Position	Work Days	Start Time	Length of Day	Average Daily Pay	Weekly Average Pay	Pension Pay	Metrics for Promotion
6	Wing Man	M, W, F	7 AM	6	868	2,604	190	Mood, Athletic Skill, Handiness Skill, Relationship w/ Superior
7	Fighter Pilot	M, W, F	7 AM	6	999	2,997	220	Mood, Athletic Skill, Handiness Skill, Relationship w/ Superior
8	Squadron Leader	M, W, F	7 AM	6	1,149	3,447	250	Mood, Athletic Skill, Handiness Skill, Relationship w/ Superior
9	Top Gun	M, W, F	7 AM	5	1,322	3,966	290	Mood, Athletic Skill, Handiness Skill, Relationship w/ Superior
10	Astronaut	M	7 AM	18	6,000	6,000	430	Mood, Athletic Skill, Handiness Skill, Relationship w/ Superior

The Skills

The Athletic skill is a constant for the entirety of the career. Every promotion level uses the Athletic skill as a metric, so you must continue developing it at all times as well as take on any Athletic opportunities that can help. The Handiness skill is not a metric until the Grunt promotion, but that doesn't mean you should wait until level 3 to go for it. Start on the Handiness skill right away by working on objects at home or taking a class. Develop these skills in tandem and you will satisfy the skill-related metrics needed to become an Astronaut.

While at Work...



The military base does not have any tones that allow you to work on one of the skills at work. You must do that on your own time. However, you must use the Suck Up to Superior tone quite a lot because the relationship with your boss is a constant metric for success starting with the Squad Leader promotion. Getting tight with your superior comes at the expense of friendships with co-workers on the base, but that's just the price you pay for seeing the stars. Besides, isn't space a lonely place anyway?

Celebrated Five-Star Chef

- Reach Level 10 of the Culinary Career

So, your Sim wants to be a celebrated chef? Well, that is going to take a lot of effort in the kitchen—both at work and at home. This career is started by taking a job at either the bistro or the diner. It does not matter which one you start working at—both follow the Culinary career track. This career is an evening gig, so arrange your schedule so your Sim gets socializing, collecting, and non-cooking skill development done prior to 3 PM.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

CULINARY CAREER

Level	Position	Work Days	Start Time	Length of Day	Average Daily Pay	Weekly Average Pay	Pension Pay	Metrics for Promotion
1	Kitchen Scullion	SU, M, T, F, S	3 PM	6	148	740	40	Mood, Cooking Skill
2	Spice Runner	SU, M, T, F, S	3 PM	6	190	950	50	Mood, Cooking Skill
3	Vegetable Slicer	SU, M, T, F, S	3 PM	6	230	1,150	60	Mood, Cooking Skill, Relationship w/ Boss
4	Ingredient Taster	SU, M, T, F, S	3 PM	6	280	1,400	70	Mood, Cooking Skill, Relationship w/ Boss, Relationship w/ Co-Workers
5	Line Cook	SU, M, T, F, S	3 PM	5.5	460	2,300	110	Mood, Cooking Skill, Relationship w/ Boss, Relationship w/ Co-Workers
6	Pastry Chef	SU, M, T, F, S	3 PM	5.5	590	2,950	150	Mood, Cooking Skill, Relationship w/ Boss, Relationship w/ Co-Workers
7	Sous Chef	SU, T, F, S	3 PM	5.5	680	2,720	130	Mood, Cooking Skill, Relationship w/ Boss, Relationship w/ Co-Workers
8	Executive Chef	SU, T, F, S	3 PM	5	750	3,000	150	Mood, Cooking Skill, Relationship w/ Boss, Relationship w/ Co-Workers
9	Chef de Cuisine	SU, F, S	3 PM	5	1,005	3,015	150	Mood, Cooking Skill, Relationship w/ Boss, Relationship w/ Co-Workers
10	Five-Star Chef	SU, F, S	3 PM	4	1,400	4,200	200	Mood, Cooking Skill, Relationship w/ Boss, Relationship w/ Co-Workers

Cooking Skill



There are two consistent metrics for promotions in the Culinary career: mood and Cooking skill. Without adequately developing the Cooking skill, there is just no way to advance up the career ladder. While at work, you can work on your Cooking skill with the Practice Cooking tone. This tone slowly develops cooking while at work at the expense of other options, such as meeting and socializing with co-workers. This is an important metric later in the career, so do not rely too heavily on cooking practice at work to further develop the skill past the third level of the job.

There is another reason to not develop the skill at work: you do not practice any recipes at work. You are just working on the overall skill. When you develop the skill at home by cooking specific dishes, you also get better at the recipes created. The more you cook a recipe, the better your Sim becomes at it. This results in higher-quality dishes, which are beneficial for anybody else living in the house. Plus, eating higher quality dishes results in mood bumps.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

TIP

Not only do you fulfill the Lifetime Wish by reaching level 10, but you also get the MinusOne Kelvin Refrigerator. This fridge gives any Sim that walks by it the Superior Equipment moodlet, plus any recipes made out of food that comes from the fridge is always high quality.

While at Work...

When going for the third promotion at work, you must be mindful of a new metric: relationship with boss. To address this metric, you must use the Suck Up to Boss tone while at work. However, this tone has an adverse effect on your Sim's relationship with co-workers. Co-workers do not necessarily like it when they see somebody kissing up to the head cheese, so your Sim will not make any friends at work while operating under this tone. Still, getting cozy with the boss is important and so once you do establish some sort of relationship with the boss, try to cultivate it outside of work so you can start using the Meet Co-Workers and Hang with Co-Workers tones. Your relationship with co-workers is an important metric when going for the fourth promotion: Ingredient Tester.

TIP

Be sure to accept and complete any offered Culinary career opportunities. These will help with promotions, too!

CEO of a Mega-Corporation

- Become a CEO in the Business Career

BUSINESS CAREER

Level	Position	Work Days	Start Time	Length of Day	Average Daily Pay	Weekly Average Pay	Pension Pay	Metrics for Promotion
1	Coffee Courier	M, T, W, TH, F	8 AM	6	160	800	40	Mood, Relationship w/ Boss
2	Filing Clerk	M, T, W, TH, F	8 AM	6	208	1,040	50	Mood, Relationship w/ Boss
3	Report Processor	M, T, W, TH, F	8 AM	6	271	1,355	70	Mood, Relationship w/ Boss, Relationship w/ Co-Workers
4	Corporate Drone	M, T, W, TH, F	8 AM	6	353	1,765	90	Mood, Relationship w/ Boss, Relationship w/ Co-Workers
5	Department Head	M, T, W, TH, F	8 AM	7	530	2,650	130	Mood, Relationship w/ Boss, Relationship w/ Co-Workers
6	Division Manager	M, T, W, TH, F	8 AM	7	689	3,445	170	Mood, Relationship w/ Boss, Relationship w/ Co-Workers, Meetings Held
7	Vice President	M, T, W, TH, F	8 AM	7	896	4,480	220	Mood, Relationship w/ Boss, Relationship w/ Co-Workers, Meetings Held
8	CEO	M, T, TH, F	8 AM	6	1,434	5,736	280	Mood, Relationship w/ Boss, Relationship w/ Co-Workers, Meetings Held
9	Venture Capitalist	M, T, TH, F	8 AM	6	1,721	6,884	330	Mood, Relationship w/ Co-Workers, Meetings Held
10	Power Broker	M, T, TH	8 AM	3	947	2,841	400	Mood, Relationship w/ Co-Workers, Meetings Held

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

The Business career Lifetime Wish does not require you to ascend to the top promotion. The CEO position is level 8 in the career, so this Lifetime Wish can be fulfilled earlier than many other dreams. Not that you should stop as soon as you become CEO. There are many additional benefits for moving up to the very top of the corporate ladder—the Power Broker. The Power Broker only works three hours a week but can hold dozens of lucrative meetings!

While at Work...

The Business career is unique because you are not required to develop a skill to excel. None of the promotion metrics are tied to any skills.

To work your way up this career, you must have a good relationship with the boss. This can be achieved by the Suck Up to Boss tone, but this risks alienating co-workers. This turns into a problem later in the career when the relationship with co-workers becomes a metric for promotion. Being charismatic can help with this career because after meeting co-workers on the job, you can then improve those relationships outside working hours.

Once you reach the Division Manager promotion, you can start holding meetings and meeting opportunities come regularly. Making these meetings becomes a critical metric for making additional promotions. Here, the career starts to consume a lot of time and attention.

The Culinary Librarian

- Learn Every Recipe

The Culinary Librarian is a Lifetime Wish built for cooking-minded Sims. The goal of this wish is to build a complete catalog of every recipe available to Sims. There are 28 recipes to collect, although your Sim starts with three: autumn salad, mac and cheese, and waffles. To get the remaining 25 recipes, you must develop the Cooking skill all the way up to level 10.

New Recipes

Developing the Cooking skill is discussed in the Five-Star Chef Lifetime Wish. However, for this wish, you need to do more than just build the skill. You must acquire recipes from the bookstore, too. These recipes cost Simoleons, so you need a source of income while developing the Cooking skill. The Culinary career is an obvious choice. However, recovering collectibles is a good place to start for Sims who do not want to work a job.

Here are the recipes your Sim must have in their personal library. The learned recipes are those awarded for new skill levels. Acquired recipes are those that must be purchased from the bookstore.

LEARNED RECIPES

Recipe Name	Level Required
Autumn Salad	0
Waffles	0
Mac and Cheese	0
Pancakes	1
Peanut Butter and Jelly	1
Hot Dogs	1
Goopy Carbonara	2
Grilled Cheese	2
Spaghetti	4
Sushi Roll	4
Stu Surprise	5
Hamburger	6
Key Lime Pie	7
Grilled Salmon	8
French Toast	9
Dim Sum	9
Lobster Thermador	10

ACQUIRED RECIPES

Recipe Name	Level Required
Ratatouille	1
Fish and Chips	3
Cookies	3
Fruit Parfait	4
Cheesesteak	5
Cobbler	6
Eggs Machiavellian	7
Tri-Tip Steak	8
Stuffed Turkey	9
Baked Angel Food Cake	10
Ambrosia	10

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Buying Recipes



The recipes you cannot get from skill progression must be purchased from Divisadero Budget Books. The lowest level recipes are relatively cheap. However, as you start poking into the upper levels of the skill, you need to lay down some serious Simoleons at the bookstore.

BOOKSTORE INVENTORY – RECIPES

Recipe Name	Level Required	Price
Ratatouille	1	§25
Fish and Chips	3	§50
Cookies	3	§100
Fruit Parfait	4	§200
Cheesesteak	5	§300
Cobbler	6	§450
Eggs Machiavellian	7	§5,890
Tri-Tip Steak	8	§650
Stuffed Turkey	9	§800
Baked Angel Food Cake	10	§1,000
Ambrosia	10	§12,000

TIP

Watch for sale days at the bookstore and buy recipes when they are at a discount!

The Emperor of Evil

- Reach Level 10 in the Criminal Career (Evil Branch)

This Lifetime Wish lets you dip into your dark side and see what's rattling around in there. To fulfill this wish, you must reach the top promotion level in the Criminal career: Emperor of Evil. However, the Criminal career branches when you move between levels 6 and 7. You must choose the Evil branch of the Criminal career. If you choose the Thief branch, you cannot complete this dream.

Here are all of the promotions for the Criminal career, including both the Thief and Evil branches. These tables show you which metrics are required to advance:

CRIMINAL CAREER

Level	Position	Work Days	Start Time	Length of Day	Average Daily Pay	Weekly Average Pay	Pension Pay	Metrics for Promotion
1	Decoy	SU, M, T, F, S	10 AM	6	100	500	30	Mood, Athletic Skill
2	Cutpurse	SU, M, T, F, S	10 AM	6	140	700	40	Mood, Athletic Skill
3	Thug	SU, M, T, F, S	9 PM	6	190	950	50	Mood, Athletic Skill
4	Getaway Driver	SU, M, T, F, S	9 PM	6	240	1,200	60	Mood, Athletic Skill, Relationship w/ Accomplices
5	Bagman	SU, M, T, F, S	9 PM	6	310	1,550	80	Mood, Athletic Skill, Relationship w/ Accomplices
6	ConArtist	SU, M, T, F, S	9 PM	6	375	1,875	90	Mood, Athletic Skill, Relationship w/ Accomplices

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

CRIMINAL CAREER – THIEF

Level	Position	Work Days	Start Time	Length of Day	Average Daily Pay	Weekly Average Pay	Pension Pay	Metrics for Promotion
7	Safe Cracker	SU, M, T, F, S	9 PM	5	480	2,400	120	Mood, Athletic Skill, Relationship w/ Accomplices
8	Bank Robber	SU, T, F, S	9 PM	5	610	2,440	120	Mood, Athletic Skill, Relationship w/ Accomplices
9	Cat Burglar	SU, T, F, S	9 PM	4	900	3,600	180	Mood, Athletic Skill, Relationship w/ Accomplices
10	Master Thief	SU, T, F, S	9 PM	4	2,100	8,400	400	Mood, Athletic Skill, Relationship w/ Accomplices

CRIMINAL CAREER – EVIL

Level	Position	Work Days	Start Time	Length of Day	Average Daily Pay	Weekly Average Pay	Pension Pay	Metrics for Promotion
7	Henchman	M, T, W, TH, F	9 PM	6	650	3,250	160	Mood, Athletic Skill, Relationship w/ Leader
8	Evil Sidekick	M, T, TH, F	9 PM	6	850	3,400	170	Mood, Athletic Skill, Logic Skill, Relationship w/ Leader
9	Super Villain	M, T, TH, F	9 PM	5	1,200	4,800	230	Mood, Athletic Skill, Logic Skill, Relationship w/ Leader
10	Emperor of Evil	M, T, F	9 PM	5	2,100	6,300	300	Mood, Athletic Skill, Logic Skill

Athletic Skill

Unlike the Science career, in the Criminal career you only need to develop the Athletic skill to keep earning promotions. This skill is important from the first promotion to the last, so you definitely want to become a level 10 athlete if possible. The sooner you can reach level 10, the better.



If you just moved into town, you can save a little cash by just using the exercise equipment at the gym. The treadmill at the gym, for example, is just as good as the one you can buy for the house. However, the difference here is travel time. If you just have to walk to the living room to jump on the weights, you have more time to do it. With the Criminal career demanding six of your waking hours, saving time with in-home equipment is worth the expenditure.

While on the job, though, you can actually improve the Athletic skill with the Practice Illicit Activities tone. Toiling under this tone will slowly develop the skill (definitely not as fast as a direct workout), but it comes at the cost of not attending to the other possible tones that affect the other metrics for the desired promotions.

TIP

The Athletic skill is certainly a beneficial trait for this Lifetime Wish, but not nearly as much as the Evil trait.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

NOTE

For a complete rundown on how to max out the Athletic skill, see the "Athletic skill" section of the Simology chapter and the Perfect Mind, Perfect Body Lifetime Wish in this chapter.

While at Work...

There are multiple tones to use while at work for the Criminal career that are very important to your chances at promotions. These tones dictate how your Sim behaves while at the warehouse.

CRIMINAL TONES

Tones	Description
Business As Usual	Perform average job duties
Work Hard	Work hard to increase performance, but adds stress
Take It Easy	Relax at work. Slower performance, but less stress.
Practice Illicit Activities	Increases athletic skill at work
Meet Accomplices	Allows Sim to possibly meet new co-workers that have not already been met outside of work
Conspire with Accomplices	Build relationship with co-workers
Do a Side Job	Perform this tone to earn side cash
Grovel to Leader	Build relationship with boss

The first three promotion levels of the career require only mood and Athletic skill. Once you go for the fourth level of the career—Getaway Driver—you are judged by an additional metric: relationship with accomplices. Two tones address this metric: Meet Accomplices and Conspire with Accomplices.

Improving your relationship with accomplices is important through the remainder of the first set of criminal promotions. Concentrate on this tone as you go for the Con Artist promotion, which is the promotion just before the career tracks branch. Now, if you veer into the Thief branch and away from the overall Lifetime Wish, you need to keep improving your relationships with accomplices. However, heading into the Evil branch of the career alters the promotion metrics. You are still judged by your mood and Athletic skill, but your relationship with accomplices takes a backseat to the relationship with the boss.

There is a tone that addresses this new metric: Grovel to Leader. While you suck up to the boss, your accomplice relationships deteriorate, but that's not your concern any more. Keep working on this tone while developing the needed outside skills and you will become the Emperor of Evil in no time.

Logic Skill



Notice that while embarking on the Thief career track does not require any extra skills, but the Evil branch does. To become the Evil Sidekick, you must have started developing the Logic skill. Do not wait to do this. Because you know the need for the Logic skill is coming, start developing the Logic skill after getting a good start on the Athletic skill. Make sure you have a chess board and computer in the house so you can use both items and develop this skill. A telescope is another great object for developing the skill—plus, you get to name the celestial bodies your Sim discovers. Then you can give them *evil* names...like Bo-bo.

Forensic Specialist: Dynamic DNA Profiler

- Reach Level 10 in the Law Enforcement Career (Forensics Branch)

The DNA specialist is the top promotion in the Forensic branch of the Law Enforcement career. To reach the split of the career at level 6, follow the instructions for excelling in the Law Enforcement career found in the International Super Spy Lifetime Wish in this chapter. Once you reach the split, choose the Forensics branch and get ready to make a few behavior changes.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

FORENSIC CAREER

Level	Position	Work Days	Start Time	Length of Day	Average Daily Pay	Weekly Average Pay	Pension Pay	Metrics for Promotion
6	Wiretap Reader	M, T, W, TH, F	9 AM	6	805	4,025	200	Mood, Logic Skill, Relationship w/ Partner, Reports Written
7	Crime Scene Technician	M, T, W, TH, F	9 AM	6	950	4,750	230	Mood, Logic Skill, Relationship w/ Partner, Reports Written
8	Sketch Artist	M, T, TH, F	9 AM	5	1,121	4,484	220	Mood, Logic Skill, Painting Skill, Reports Written
9	3D Crime Scene Modeler	M, T, TH, F	9 AM	5	1,323	5,292	260	Mood, Logic Skill, Painting Skill, Reports Written
10	DNA Suspect Reconstruction Simulator	M, T, TH, F	9 AM	5	1,985	7,940	380	Mood, Logic Skill, Painting Skill, Reports Written

Painting Skill

The Forensics branch of the law enforcement career starts looking at the Painting skill as a metric for promotion at level 8: Sketch Artist. Do not wait until this long to start on the Painting skill, though. Get started early in the career with an easel at home and dabble in the oils when you have free time. Try to be at least a level 5 by the time you are going for the Sketch Artist promotion.

NOTE

Look for Painting skill tips and strategies in the "Painting Skill" section of the Simology chapter as well as the Illustrious Author Lifetime Wish in this chapter.

Gold Digger

See Ghost of Wealthy Spouse

There are many ways to build an impressive net worth, including marrying into great wealth. But what if you don't feel like sharing that wealth after a while? That's what this Lifetime Wish is all about. Once you land the moneyed spouse, you must ensure their early demise. Once the aggrieved widow has been, well, widowed, it rains both Simoleons and Lifetime Happiness.

Marry Well

The first half of this wish is all about getting hitched to a wealthy Sim. Where do you find wealthy Sims? Conversation can sometimes clue you into potential household worth, such as discovering a Sim's awesome career. You can also just check out the digs of potential spouses, too. If you spot a single Sim strutting into a sizable pad, then chances are good that's the fish to reel in. Now it's time to set the trap—er, fall in love.

Start the Spark

You cannot immediately engage another Sim in a love affair. You must establish a Friendship first via positive socials with the proper commodities. So, first turn a Stranger into an Acquaintance and then start boosting that Acquaintance into a Friend-related LTR through positive, friendly socials.

Now, established Friendships have the potential to tip into amorous relationships by using socials with the amorous commodity in order to elicit love-related STCs, such as Flirty, Seductive, or Hot. Sounds technical, doesn't it? Well, think about it this way: You wouldn't try just any old line if you really wanted to advance a relationship, would you? No, you'd try to steer the conversation toward romance through specific approaches. In *The Sims 3*, these approaches are the socials with the amorous commodity.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Can this friendship be turned into a love affair? With the right amorous socials, it can. Even if they have seen each other eat waffles on the couch in their underwear.

The LTR that determines the difference between a friendship and a love affair is Romantic Interest. To achieve this LTR, you need to have the relationship at least above zero (in the green zone on the bar) and then use the Confess Attraction social or attempt a Kiss social.

Rejection

Not every pass will succeed. You need to judge the current LTR appropriately before making your move via an amorous social, such as Confess Attraction or Kiss. Know a little something about the other Sim first. (Whether or not they are married is a good start.) If you try to Kiss or Confess Attraction to a Sim who is not receptive of your amorous social, you get the Awkward STC which is the first rejection of romance. You can recover from this by redirecting the conversation and hopefully having the conversation on a more positive STC, such as Amusing or Friendly. Keep up the rejected passes and you risk moving into Odd or Creepy territory thanks to the creepy commodity. Leaving encounters in STCs with the awkward or creepy commodity will take big hits on your LTR due to the negative decay. It will take real time and effort to reverse course on this.

NOTE

Look for Painting skill tips and strategies in the "Painting Skill" section of the Simology chapter as well as the Illustrious Author Lifetime Wish in this chapter.

Building a Romance



You professed attraction to another Sim and they didn't turn you down—excellent. Now you have the Romantic Interest LTR, which opens up a whole new trajectory for your relationship. How can you build this romance into something more than a little bit of mutual attraction?

Here is where you need to use the list of STCs—particularly the amorous ones. You want the other Sim to find you Flirty, Seductive, and eventually Hot. To keep boosting the relationship and STC, use sequential amorous socials. A simple Compliment Appearance is a good way to get things started, but soon you can move on to Kisses and Amorous Hugs. Keep it up and get that other Sim Hot!

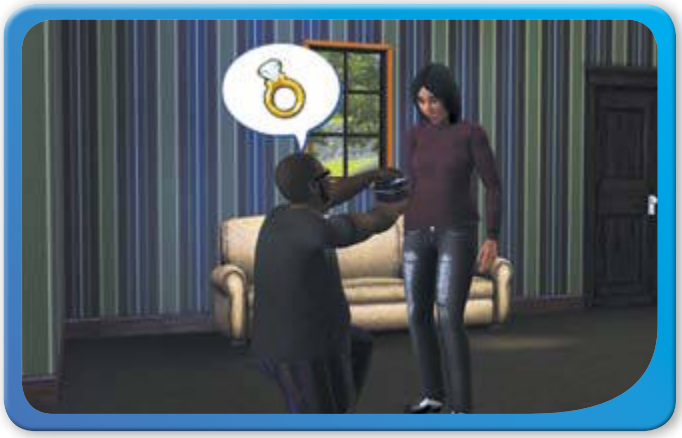
TIP

Here's where the Great Kisser trait comes in handy. The Great Kisser's kisses really boost the STC of interactions that involve lip-locking.

You're in Love (Now What?)

You've loved up on another Sim and now you have a definite love affair going—where do you go from here? Well, you can add some structure to the relationship by using the Propose Going Steady social when the STC is Hot. If the other Sim accepts (and if they are Hot, they will) then you are now Partners.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Partners is not the top of the mountain, though. From here, you can move to Fiancee. To get engaged, use the Propose Marriage social when you are Partners. This social will be accepted and then you can start planning the eventual wedding if so desired. To get married, either throw a wedding party and then use the Get Married social at the party or just use the Have Private Marriage social on your partner to enjoy a small ceremony.

Dastardly Deeds Done Dirt Cheap

You're married. It's time to kick back and soak up the sunshine of marital bliss, right? Wrong. Now it's time to bump off that spouse. There are many ways to get the job done, such as locking them in a room by removing the door and starving them to death. It's cruel, but effective.



You can also set your spouse up next to a fireplace and keep them poking at it until they accidentally catch fire. The Firefighter Service Sims are sure to show up soon, so remove any doors to the area. As flames engulf the Sim and reduce them to cinders, you can start counting that cash and making a plan for what to buy with those Lifetime Happiness points.

Golden Tongue, Golden Fingers

- Master the Guitar Skill
- Master the Charisma Skill

This Lifetime Wish is fulfilled by mastering two skills: Guitar and Charisma. These skills require very little expenditure to work on. All you need to do is buy a guitar so your Sim can strum to level 10. (Buying sheet music for your Sim learn is optional—but very useful.) The Charisma skill is completely free—although it takes a long time to maximize because you must make so many social connections around town and maintain them in order to advance to level 10.

Guitar Skill

To get started on the Guitar skill, take a Guitar class or just to pick up a guitar for the Sim's household. The guitar can slide into the Sim's personal inventory, so they can take it to the park or the beach. The guitar is a great ice-breaker. When you play in a communal location, Sims around you stop and listen. Even if you mess up and play a song poorly, you still start off on the right foot with Sims who were listening. Use socials on them quickly before the boost fades.

Once Sims know how to play, they only have a few available compositions. Only by leveling up the skill does the Sim learn more music and eventually reach a point where they can buy sheet music from the bookstore and really play some impressive tunes. As the skill improves, the Sim gets better at playing music and makes fewer mistakes. Here's the level progression of the Guitar skill:

Level 1–4: Sim learns at least two basic practice-level songs per level.

Level 5: Sim earns three new songs—real songs that other Sims enjoy listening to.

Level 6–10: Sim learns at least one new song per level and performs it without fail.

Level 5 is particularly important to this skill. At this level, the Sim stops just noodling around with the Play interaction and moves up to the Perform interaction. Other Sims get the Enjoying the Music moodlet if around a performing Sim. Level 5 Sims can also Serenade other Sims, which is a romantic social that can aid a romantic conversation following the song's conclusion.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

TIP

At level 5 of the Guitar skill, Sims also get the Play for Tips interaction, which is a modest money-maker to support the Sim while working on this Lifetime Wish.

The best way to accelerate the development of this skill is just to keep a guitar with your Sim at all times. Drag one into their personal inventory and leave it there so they can practice any time. There is no rule that practice can only take place at home. Practice in the park. Practice along the river. Practice downtown. Practice in the woods. Just practice, practice, practice whenever you can. Sneak in a few moments between social engagements or shifts (you may need to hold a job at the beginning of working on this wish) and you will soon realize the highest levels of this skill.

Charisma Skill

Because the goal of this Lifetime Wish is to become the ultimate charmer, developing the Charisma skill is essential for success. As you build this skill, you learn a series of special greeting socials that make it easy to build relationships with other Sims. Plus, this skill will make you a real hit at parties, especially ones where you play a little guitar and thrill all of the guests.

NOTE

Refer to the Leader of the Free World Lifetime Wish in this chapter for strategies on maximizing the Charisma skill.

Heartbreaker

- Be the Girlfriend/Boyfriend of 10 Different Sims

Sims with an eye for love will eat up this Lifetime Wish—it's all about going out and getting yours. Nevermind the heart-wrenching damage you leave in your wake! If you want to claim those Lifetime Happiness points, you need to break a few hearts. To achieve this dream, you must woo a specified number of Sims into partner status and then shatter their dreams with a break-up.

Meeting Sims



We went over how to meet and befriend as many Sims as possible in the Super Popular Lifetime Wish in this chapter. However, that's just what you need to do to make friends. You need to take these relationships up to the next level if you want to complete this Lifetime Wish. Check out the "Marry Well" section of the Gold Digger Lifetime Wish in this chapter for strategies on how to turn friendship into love.

Love's Debris

So, you've got that other Sim hanging on like a fish on a hook? Now it's time to cut bait. You must sabotage the relationship before using the Break Up social. There are many ways to sink a relationship, such as being rude or ignoring the other Sim. You can also purposefully cheat on the Sim right in front of them! The sight of you lip-locked with another Sim is sure to torpedo the relationship.

CAUTION

Even though the goal here is to break up with partners, ending a relationship still causes a major mood hit. Use the mood tips and tricks in the Happiness chapter to restore your Sim's spirits so they can get right back out there and make with the woo.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Hit Movie Composer

- Reach Level 10 in the Music Career (Symphonic Branch)

When Sims in the Music career reach the sixth promotion, the career splits between Rock and Symphonic. The Rock Star Lifetime Wish description in this chapter details how to ascend up the first half of the career, so stick to that advice. But when the time comes to decide between the violin or electric guitar, go classical so you can fulfill this Lifetime Wish.

SYMPHONIC CAREER

Level	Position	Work Days	Start Time	Length of Day	Average Daily Pay	Weekly Average Pay	Pension Pay	Metrics for Promotion
6	Quartet Member	M, T, F, S	3 PM	5.5	467	1,868	90	Mood, Guitar Skill, Relationship w/ Musicians
7	Orchestra Seat	M, T, F, S	3 PM	5.5	608	2,432	120	Mood, Guitar Skill, Relationship w/ Musicians
8	Orchestra Lead	M, T, F, S	3 PM	5.5	791	3,164	160	Mood, Guitar Skill, Logic Skill, Relationship w/ Musicians
9	Conductor	M, T, F, S	3 PM	5	1,029	4,116	200	Mood, Guitar Skill, Logic Skill, Relationship w/ Musicians
10	Hit Movie Composer	M, T, F, S	1 PM	5	1,801	7,204	350	Mood, Guitar Skill, Logic Skill, Relationship w/ Musicians

Symphonic Branch

The Symphonic branch of the Music career unfolds a bit differently than the Rock branch. In this track, relationships with other musicians are very important, so be sure to use that tone to get ahead. Keep advancing the Guitar skill whenever possible, too.

Once you close in on the Orchestra Lead promotion, develop the Logic skill. (Practice Music Theory is a good way to boost the Logic skill while at work.) Once you reach level 8 of this career—Orchestra Lead—you earn free admission to activities at the theatre. This is great for boosting moods.

The highest level of the career—Hit Movie Composer—comes with an object reward: 85g Audio Explosion. This high-end stereo boosts the Fun of Sims in its listening radius and can be used to develop the Athletic ability.

TIP

For tip and tricks on developing the Logic skill, a metric for the Symphonic branch, please see the Perfect Mind, Perfect Body Lifetime Wish in this chapter.

Illustrious Author

- Master the Painting Skill
- Master the Writing Skill

The Illustrious Author Lifetime Wish requires the mastery of two skills. Developing a single skill to level 10 takes enough time as it is—to master a pair of them really slices a lot of time out of each day. It isn't easy to hold down a career while attempting to fulfill this wish. You may want to concentrate on a secondary source of income while pursuing this Lifetime Wish. For a list of alternate sources of income, please see the Swimming in Cash Lifetime Wish.

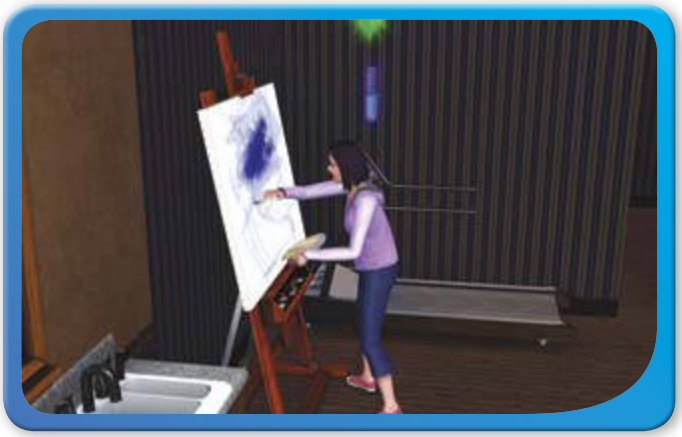
NOTE

If you want the security of a steady source of Simoleons while making a run at this Lifetime Wish, look into a career that requires the development of one of the skills, such as the Journalism career.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Painting Skill

The Painting skill is one of the hardest to develop—it takes a lot of time and attention to detail. However, the skill is quite rewarding, both artistically and financially. As you develop the skill, the paintings your Sim creates are worth more and more Simoleons. That introduces an alternate source of income while you pursue this Lifetime Wish.



To start developing this skill, you need to either take the Painting class or spring for an easel and start dabbling on a small canvas. The cost of an easel is not cheap, especially when you are starting out—§400. However, by not taking the class right away, you can save a "quickie" level increase until later. Consider waiting until your Sim is at level 3 of the skill and then springing for the class so they immediately bump to level 4, which introduces the Paint interaction, which replaces the Practice interaction. When you actually get to paint instead of practice, the paintings you work on increase in value.

TIP

Once a painting has been finished, you can sell it for Simoleons. Even your low-level paintings are worth a few Simoleons.

At level 6, your Sim earns the potential to create a Brilliant quality painting. At level 9, the Sim has a chance to create a Masterpiece. These paintings are worth a lot more than other works—which greatly increases your Sim's bank account.

TIP

There's a side benefit of creating Brilliant paintings and Masterpieces. If hung in a room, they raise the environmental rating. This results in a greater chance of getting one of the Decorated positive moodlets.

As you continue developing the skill, you open more and more painting options. No longer are you painting stuff from your Sim's imagination. You can start painting stuff from your Sim's world. Here are the new interactions and their corresponding skill levels:

Paint Still-Life (Level 5): When this interaction is chosen, you can select the subject for painting like taking a photo with the cellphone. Move the frame around to choose the subject and then click to direct the Sim to start painting it.

Paint Stylized Still-Life (Level 6): This interaction works similar to Paint Still-Life, but the Sim will now add an artistic touch to it.

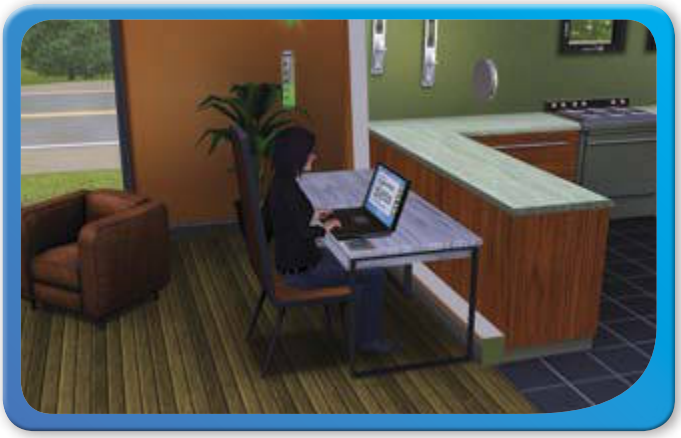
Paint Portrait (Level 7): This interaction directs the painter to create the portrait of a Sim on the lot. The painting frame zeroes in on the Sim subject and you can manipulate it to decide the angle. The subject will walk over and stand near the painter, holding the pose until the subject is properly captured and painting can begin. Portraits take longer to finish than Still-Life paintings.

Paint from Memory (Level 8): Use the cellphone to "Memorize Scene" somewhere in Sunset Valley or Riverview. The Sims can then Paint from Memory.

Writing Skill

Like Painting, the Writing skill is developed on a personal schedule. What you put into this skill is what you get out of it. If you spend just an hour or two a day on it, then this skill will take a very long time to master. However, if you arrange your Sim's life so they can spend several hours a day in front of the computer, working on their writing, you can steadily develop this skill.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



One of the great things about the Writing skill is earning royalties. You do not get a lump sum payment—you get royalties. And while you're writing, your publisher gives you a small stipend to live on. At first, this stipend is a life-saver. After you have a couple hot sellers on the shelves, though, you no longer require the stipend.

NOTE

You do not have to finish every novel your Sim is working on. Feel free to scrap a novel and move on to a more lucrative one. Any skill gained from working on a novel is retained, even if you ditch the work.

So, what is the fastest way to advance this skill? Write and write and write. You can take a Writing class at the business tower right away to get started, but you may wish to hold on to that class until you are a few levels into the skill. After all, the higher your skill level, the longer it takes to move up to the next one. Save that Writing class for level 5 or 6 and get through the middle of the skill development process in a snap.

TIP

A Bookworm Sim can advance through this skill much faster than any other Sim.

As you devote more and more time to developing this skill, you have less free time to give to other activities that could possibly bring in Simoleons and support your Sim. As you move higher in the skill and write more novels, you unlock different novel genres. The higher the genre in the unlock chain, the more those books are worth. (Chart the amount of potential royalties for your Sim by looking at their Skill Journal.) Here are the genres you unlock by advancing the skill as well as the number of completed books:

NOVEL GENRES UNLOCKED BY WRITING

Genre	# of Books Required
Fantasy	Write 3 sci-fi novels
Satire	Write 3 humor novels
Autobiography	Write 3 biographies
Vaudeville	Write 3 of each: drama, sci-fi, humor, mystery, romance

NOVEL GENRES UNLOCKED BY SKILL LEVEL

Genre	Level
Fiction	0
Non-Fiction	0
Science Fiction	1
Trashy Novel	2
Drama	3
Children's Book	3
Humor	5
Historical (Elders only)	6
Mystery	8
Romance	10
Masterpiece	10 (Unlocked after writing 20 novels)

Balancing the Skills

To achieve this Lifetime Wish, do not just max out one skill and then move on to the next. That will take entirely too long. Instead, start with the Writing skill and develop it to level 3. By this point, you can make a modest income from royalties. Then, pick up an easel from Buy Mode and install it near your computer. Bounce back and forth between the two each day to work on each skill. Whatever you do, though, do not ignore your Sim's basic needs. Although mood does not affect skill development like it affects promotions, your Sim still needs to be clean and fed.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

International Super Spy

- Reach Level 10 in the Law Enforcement Career (Special Agent Branch)

The International Super Spy is the top promotion in the Law Enforcement career's Special Agent track. This wish requires that when you join and work your way up through the career, you veer away from the Forensics branch when coming up on the level 6 promotion. This career requires the development of two skills: Logic and Athletic. The Logic skill is a metric from the first day you join the force, so prioritize it over the Athletic skill.

LAW ENFORCEMENT CAREER

Level	Position	Work Days	Start Time	Length of Day	Average Daily Pay	Weekly Average Pay	Pension Pay	Metrics for Promotion
1	Snitch	M, T, W, TH, F	9 AM	6	235	1,175	60	Mood, Logic Skill
2	Desk Jockey	M, T, W, TH, F	9 AM	6	278	1,390	70	Mood, Logic Skill
3	Traffic Cop	M, T, W, TH, F	9 AM	6	329	1,645	80	Mood, Logic Skill, Relationship w/ Partner
4	Patrol Officer	M, T, W, TH, F	9 AM	6	389	1,945	100	Mood, Logic Skill, Relationship w/ Partner, Reports Written
5	Lieutenant	M, T, W, TH, F	9 AM	6	460	2,300	110	Mood, Logic Skill, Relationship w/ Partner, Reports Written

SPECIAL AGENT CAREER

Level	Position	Work Days	Start Time	Length of Day	Average Daily Pay	Weekly Average Pay	Pension Pay	Metrics for Promotion
6	Vice Squad	M, T, TH, F	9 AM	5	690	2,760	140	Mood, Relationship w/ Partner, Athletic Skill, Reports Written
7	Undercover Specialist	M, T, TH, F	9 AM	5	815	3,260	160	Mood, Relationship w/ Partner, Athletic Skill, Reports Written
8	Special Agent	M, T, TH, F	9 AM	5	962	3,848	190	Mood, Relationship w/ Partner, Athletic Skill, Reports Written
9	Triple Agent	M, T, TH, F	9 AM	4	1,136	4,544	220	Mood, Logic Skill, Athletic Skill, Reports Written
10	International Super Spy	M, T, TH, F	9 AM	4	1,704	6,816	330	Mood, Logic Skill, Athletic Skill, Reports Written

Logic Skill

As mentioned, the Logic skill is a metric for promotions in this career from the very first shift. To train this skill, you can take a class, read a book, sit down at a chess table, or use a telescope. This is a fun way to advance the skill because you get to name objects your Sim spots in the heavens.

Athletic Skill

The Athletic skill becomes a metric for promotions as soon as you choose the Special Agent branch of the Law Enforcement career. However, do not wait until you are just shy of level 6 to start working out. This is an easy skill to develop either at the local gym or at home with your own equipment (although, you may wish to hold off for a week or two before splurging on home exercise equipment).

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

There is a workout room at the police station, so while working you can develop the skill via the Use Workout Facility tone. However, this develops the skill much slower than if you report to the gym or use home equipment. Plus, it keeps you from advancing some of the other important metrics for promotions in the career, such as relationship with partner.

While at Work...

One of the tones for work is to Build Independent Case, which detracts from dealing with co-workers or the daily workload, but is quite useful if successful. If the case ends up being a success, the Sim has a chance at an immediate promotion. However, if the case fails, the Sim risks losing the respect of co-workers.

WRITING REPORTS

One of the metrics for doling out promotions is the number of reports written. Sims in the Law Enforcement track create reports on other Sims by conducting interviews with the Question social. (This social is not negative.) During the questioning, the interviewer discovers the other Sim's traits, which is actually quite useful for social situations outside the workday.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Jack of All Trades

- Reach Level 5 of Four Different Careers

The Jack of All Trades Lifetime Wish requires that you reach level 5 in four different careers. Fortunately, your Sim does not need to hold down all four gigs at the same time. That would be impossible. All you need to do is start a career and work halfway up the corporate ladder. Once you reach the fifth level, quit and start a new job. Rinse. Repeat.

Which Careers?

The fastest way to accomplish this Lifetime Wish is to jump into the easiest careers. If you have a trait that makes your Sim good at a specific skill, then look into the career that is related to that skill. If your Sim is a good athlete and will excel at the Athletic skill, then get started on the Professional Sports career. (Actually, that's a pretty easy career even without the Athletic trait.)

The Business career requires no skills for advancement, so that is another good career for fast promotions. All you need to concentrate on is mood and relationships with co-workers and the boss.

The Criminal career is another job you can advance in quickly because you only need to worry about a single skill: Athletic. In fact, if you pursue the Professional Sports career, you'll already have a head start on the Athletic skill, which is a metric for promotion in the Criminal career. Look for careers that utilize the same skills. If you stuck with the Athletic skill, moving on to the Military career is another smooth transition because that skill is a metric for advancement. (However, the Military career also requires the Handiness skill for the third promotion.)

Leader of the Free World

- Reach Level 10 in the Political Career

Sims with the ambition to reach great heights of the political world will dig into this Lifetime Wish with relish. Achieving the top rank in the career is not an easy accomplishment, though. This career requires a lot of hard work not only with developing the Charisma skill, but also with raising campaign cash. Throwing great parties is key to succeeding in this career, so make sure you get out there and schmooze with the townsfolk. You want to be able to invite as many Sims as possible to your money-grubbing, er—campaign contribution–raising soirees.

POLITICAL CAREER

Level	Position	Work Days	Start Time	Length of Day	Average Daily Pay	Weekly Average Pay	Pension Pay	Metrics for Promotion
1	Podium Polisher	M, T, W, TH, F	9 AM	6	140	700	40	Mood, Charisma
2	Ballot Counter	M, T, W, TH, F	9 AM	6	185	925	50	Mood, Charisma
3	Campaign Intern	M, T, W, TH, F	9 AM	7	230	1,150	60	Mood, Charisma
4	Yes-Man	M, T, W, TH, F	9 AM	6	270	1,350	70	Mood, Charisma, Relationship w/ Boss
5	City Council Member	M, T, W, TH, F	9 AM	5.5	375	1,875	90	Mood, Charisma, Relationship w/ Boss, Campaign Money Raised
6	Local Representative	M, W, TH, F	9 AM	5.5	500	2,000	100	Mood, Charisma, Relationship w/ Boss, Campaign Money Raised
7	Mayor	M, W, TH, F	9 AM	5	650	2,600	130	Mood, Charisma, Relationship w/ Boss, Campaign Money Raised
8	Governor	M, W, TH, F	9 AM	5	800	3,200	160	Mood, Charisma, Relationship w/ Boss, Campaign Money Raised
9	Vice President	M, W, F	9 AM	4.5	1,200	3,600	180	Mood, Charisma, Relationship w/ Boss, Campaign Money Raised
10	Leader of the Free World	M, W, F	9 AM	4.5	1,900	5,700	280	Mood, Charisma, Campaign Money Raised

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Charisma Skill



The Charisma skill is an essential building block for this Lifetime Wish, not only because it is a metric for promotions. It also helps with making the friends you need to invite to your campaign fundraisers later on. To start developing the Charisma skill, you can read a Charisma book, enroll in a Charisma class, or just start practicing your public speaking in the bathroom mirror at home.

As you develop the Charisma skill, you learn new socials that are specific to the skill—only Sims with the Charisma skill have them. These socials help with the further development of the skill because the only way to keep building it is to recruit more and more friends. No, you cannot just gab into the mirror all day—you must get out among Sims and mingle, mingle, mingle.

Here are the required number of relationships to develop the Charisma skill:

CHARISMA – DEVELOPMENT

Level	Required Friends	Required Relationships
1	0	0
2	0	2
3	1	3
4	2	4
5	3	6
6	4	8
7	5	10
8	6	15
9	8	20
10	10	25



There is a catch with accumulating these relationships, though: they cannot be familial. You cannot count a child or mother as a relationship. You must go into town and meet folks or develop relationships with co-workers on the job at City Hall and then work on those relationships outside of the office through phone calls and visits.

Building these relationships is not easy. You must take your time and not get too pushy making friends. However, one of the benefits of this skill is that you acquire special social interactions with each new level of the skill. These new socials are more potent than normal socials and will go a long way to building and cementing the relationships needed for the skill as well as padding out an invite list for fundraising parties.

CHARISMA – GREETINGS

Level	Greet Modifier	Type of Greet
1	Friendly	Friendly
2	Amusing	Funny
3	Interesting	Impressive
4	Flirty	Romantic
5	Affectionate	Romantic
6	Funny	Funny
7	Impressive	Impressive
8	Hilarious	Funny
9	Loving	Romantic
10	Hot	Romantic

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

While at Work...

At first, the only metrics for success at work are mood and the Charisma skill. So, just keep working on that skill in your free time and make sure you show up with a smile. The Work Hard tone is a good way to boost performance at City Hall, too, but watch out for stress. If your Sim gets frazzled, they need to blow off a little steam away from work. (Perhaps a stop at the day spa on the way home?)

When you need to increase your relationship with the boss to get ahead, switch to using the Run Errands for Supervisor tone more often. This tone will cut down on your chances of making acquaintances at work, but you should have a good enough run at the Charisma skill at this point.

Raising Money

The third metric for promotions at City Hall is the amount of money you raise. There are two ways you can raise campaign cash. The first is a brand-new social called Ask for Campaign Donation. Fortunately, this is a positive social and will not damage relationships when used. If you ask a wealthy Sim for a donation, you may end up with a pretty impressive payout. Foster those relationships and then hit 'em up for cash!

The second way to make campaign money is to throw a fundraiser. You do this just like throwing a wedding or birthday party. Access the phone from your Sim's inventory and then select the fundraiser party option. Now, invite your friends and acquaintances. Make sure the party goes well. Some music, some socializing, a few balloons...if all goes well the evening ends with a fat deposit of campaign money that is recorded by your work.

Living in the Lap of Luxury

- Have a Household Worth of 100,000 Simoleons

Whereas the Swimming in Cash Lifetime Wish was all about having a set number of Simoleons in your household funds at one particular time, this Lifetime Wish is about total assets. The includes not just cash in an account, but also the net value of all owned objects, such as furniture and collectibles. As such, the required value is going to be much higher than the Swimming in Cash wish.

Amassing Wealth through Marriage

To fulfill this Lifetime Wish, you need to earn a lot of money so you can drive up your Sim's net worth. This will not be easy for a single Sim. A Sim with a family or a household will have a much easier time reaching the goal for this Lifetime Wish. If you do select this Lifetime Wish as a single Sim, though, you can marry into wealth and make that a part of your household worth. You just need to get out there, socialize, and zero in on a wealthy Sim to make your spouse. Lay on the romance (when appropriate) and work that relationship into a marriage to merge household funds.

Shortcuts to Riches

As you can imagine, there is no simple way to grab a hold of tens of thousands of Simoleons. It requires work. (Unless you use the cheat, but really—what's the fun in that?) But there are methods for accelerating wealth accumulation. The Painting, Gardening, Fishing, and Writing skills result in products that can be sold. The Writing and Painting skills in particular are good sources of income because as you raise your skill, the rewards increase.

There is one sinister way to get a lot of money for paintings. Do you have an elder in the household? Teach them the Painting skill and develop it as high as you can. You see, when a painter dies, the value of the paintings they created skyrockets. If your elder Sim can produce a few Masterpieces before expiring, then the exploding value of those paintings will immediately boost your overall household worth.

If you have a Hopeless Romantic Sim, teach them the Writing skill. They get the romance genre of novel sooner than other Sims (level 5), and it's one of the most lucrative novel genres. Churn out romance novels to add to the household funds.



And, of course, there is collecting. Check the "Places to Go Collecting" sections of the Tour of Sunset Valley and Tour of Riverview chapters for maps of where to find

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

all of the collectibles in each town. Zero in on the rare collectibles because they are worth the most. Taking home huge meteorites or rainbow beetles is a good way to add overall worth to the household. Just place these found objects on the lot to add them to the net value of the household.

Master of the Arts

- Master the Guitar Skill
- Master the Painting Skill

The goal of this Lifetime Wish is to master two of the artistic skills: Guitar and Painting. These skills require time and dedication, but fortunately they can also be decent money-makers. Because these skills make it difficult to hold down a career, except for perhaps the Music career, it's a good thing they offer extra ways to pull in Simoleons.

TIP

Gathering and selling collectibles is another good way to augment your income while working on this Lifetime Wish.

The Perfect Garden

- Plant and Grow 8 Different Species of Perfect Plant

Green thumbs zero in on the Perfect Garden Lifetime Wish. This wish requires a great commitment to the Gardening skill and then the careful cultivation of quality harvestables. This Lifetime Wish has different requirements for different Sims—-you never know how many perfect plants are necessary until you see the Lifetime Wish at the end of the Create a Sim tool.

Gardening Skill



Naturally, the first thing required for this Lifetime Wish is to acquire the Gardening skill. There are multiple ways to do this, such as reading a Gardening book, taking a Gardening class, or just getting your fingers dirty and working with seeds in a garden on your personal lot. Low-level plants such as tomatoes, grapes, lettuce, and apples can also be planted with no skill, allowing you to acquire the skill through gardening. Maximize the effectiveness of these methods by not doing the obvious first. Save the Gardening class for later in the development of the skill because taking it automatically advances you a skill level. Instead, get going with the natural method, turn to books, and then take the class somewhere down the road.

As you develop the skill, new interactions are unlocked with harvestables that help further advance the skill:

Weed (Level 2): Once the Weed interaction is unlocked, Sims can pull up choking weeds before they damage a harvestable. The higher the skill level, the less time it takes to clear weeds around a plant.

Fertilize (Level 3): Fertilizing is key to growing the best harvestables. Different plants react better to different types of fertilizer. Fertilizers can include other harvestables, seeds, or fish.

Uncommon Seeds (Level 5): Once the Sim reaches this level, they can plant uncommon seeds.

Revive Plant (Level 5): If a Sim has the Green Thumb trait, this interaction is unlocked at level 5. A dying plant can be rescued with a pretty high success rate by using this interaction on it.

Rare Seeds (Level 7): Once the Sim reaches this level, they can plant rare seeds.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Special Plants (Levels 8, 9, and 10): At level 8, you get the first of three special gardening opportunities from the chef at the bistro. There is one opportunity per level: 8, 9, and 10. Once all three have been completed, the Sim receives Omni Plant seeds and the ability to plant them.

The better care you give your harvestables and the higher your Gardening skill, the better quality of plant your Sim grows. Like recipes prepared by a cooking Sim, harvestables range from horrifying to perfect. You want those perfect plants to achieve this Lifetime Wish, so be diligent about maintaining your garden.



NOTE

Gardening takes a lot of time. It is not easy to accomplish this Lifetime Wish while holding down a job. However, there is an easy way to bank serious Simoleons while going for this wish: grow garlic and watermelon. These are cash crops. If you grow high-quality garlic and watermelon to sell to the supermarket, you can create a very profitable enterprise out of your house.

In addition to being diligent, you also need to show no mercy. Grow as many plants as you can fit in your garden and dispose of the lowest quality plants. By keeping only quality plants, you can continue raising and breeding the best—eventually you will work your way up to perfect plants. By harvesting perfect plants and keeping the "line" alive, you will hit the number of perfect plants required. If you combine the rapid removal of low-quality plants with the continued growth of the skill, you will see perfection.

Seeds

Sims need seeds to grow harvestables. Not all seeds are easy to grow into successful plants, though. Sims must level up the Gardening skill to plant all types of seeds: common, uncommon, and rare.

Many seeds can just be bought from EverFresh, such as grape or tomato. Just buy the fruit and then plant it. However, Sims can also find seeds by exploring the neighborhood. Every morning, there are new seeds in new locations, so look around daily to see what's on the ground. The farther away from houses and commerce buildings Sims look, the more likely they are to find uncommon and rare seeds. Seeds are unknown when found. To discover what the seed will grow, it must be planted and nurtured. Once you grow a harvestable from a found seed, you recognize that seed in the wild.

NOTE

For maps of Sunset Valley and Riverview seed locations, see the "Seeds" portion of the "Gardening skill" section of the Simology chapter.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Fertilizers

Perfect plants take more than TLC—you must also use fertilizers to improve plant quality. The better the quality of the fertilizer, the greater the chance of growing a good plant and great harvestables. Fertilizers range from foods to fish. In fact, there are so many good fish fertilizers that you need to develop the Fishing skill if you want a real shot at cultivating those perfect plants.

TIP

Some of the best fish, such as lobsters and angelfish, require a pretty high level of Fishing skill.

FERTILIZERS

Ingredient	Effectiveness	Fish	Effectiveness
Cheese	1	Anchovy	1
Burger Patty	1	Goldfish	1
Egg	1	Alley Catfish	1
Lettuce	1	Rainbow Trout	2
Tomato	1	Minnow	3
Onion	1	Jellyfish	3
Potato	1	Tuna	3
Apple	1	Salmon	4
Lime	1	Black Goldfish	4
Grapes	1	Swordfish	4
Watermelon	2	Red Herring	5
Steak	3	Tragic Clownfish	5
Bell Pepper	3	Siamese Catfish	5
Garlic	3	Piranha	5
Flame Fruit	3	Blowfish	5
Life Fruit	4	Shark	6
		Lobster	6
		Angelfish	7
		Vampire Fish	7

Perfect Mind, Perfect Body

- Master the Athletic Skill
- Master the Logic Skill

This Lifetime Wish requires true dedication as your Sim betters both brains and brawn. Reaching the apex of physical and mental development does not leave time for much else, but the Sim must have some form of income to remain housed and fed. A simple career that uses one of these skills as a metric is a good start, such as the Professional Sports career. Embarking on a Writing career, though? No time for books. Not when there are chess pieces and dumbbells to move.

Athletic Skill



To begin developing this skill, all you really need to do is head for the gym and jump on some exercise equipment. Dive into a local pool and swim. Work out with a TV or stereo. Or even take a class. There are so many avenues of entry into the Athletic skill that you will have absolutely no problems getting started. However, once the skill is underway, you really need to consider investing in exercise equipment for the house so your Sim does not need to burn time traveling to the gym or a pool for a workout.

TIP

Working out to the TV or stereo is not as effective as working out on dedicated gym equipment.

There are three Skill Challenges for the Athletic skill—all of them are extremely helpful for reaching level 10 because they remove the resulting fatigue of different workouts. If you can ditch fatigue, you can work out for longer without

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

needing a rest. (However, you will always need to eat and bathe.)

The Athletic skill offers these challenges:

- **Body Builder:** Body Builders have dedicated at least 60 hours to strength workouts. This dedication pays off, because they are never fatigued after strength workouts.
- **Marathon Runner:** Marathon Runners must run at least 500 kilometers before they earn this title. However, accomplishing this incredible feat guarantees them a longer, healthier life.
- **Fitness Nut:** Fitness Nuts have spent 75 hours focusing on cardio workouts. All that time experiencing the burn means they are no longer fatigued after cardio workouts.

Logic Skill

The Logic skill is a tougher to max out than the Athletic skill. However, it is a fun skill to work on because you get to do neat things like play chess against other Sims, play on the computer, and scan the heavens with a telescope for undiscovered celestial bodies. (And then name them!) Start developing this skill by reading a Logic book, taking a Logic class, getting started with a chess set, or using a telescope.

NOTE

The telescope is one of the easiest ways (other than taking classes) to attain the first level of the Logic skill.



Playing chess and using the telescope are two great ways to build up this skill, but do not ignore the Solve the Unsolvable interaction with the computer. Not only does performing the mental gymnastics for this skill develop Logic, but a successful solution results in some Simoleons. This is a good way to bring in some extra cash while developing the Logic skill.

If you want to build up these skills together as fast as possible, invest in all of the equipment and skill-related objects for the house. Bounce that Sim around from the telescope to the treadmill to the computer. And be sure to call Sims over for chess matches. That will help your Sim not get lonely while they develop these skills.

Presenting the Perfect Aquarium

- Have at Least 13 Different Species of Perfect Fish

This Lifetime Wish requires the dedication of a real fisherman in the world on this side of the screen. To fulfill this dream, your Sim must catch the number of fish detailed in the Lifetime Wish in the Create a Sim tool. The number of required perfect fish is different depending on the Sim, but the distinct needs of the wish are not. Catch these fish and then place them in bowls around the homestead. Once the number of fish has been reached, your Sim reels in many Lifetime Happiness points.

Fishing Skill

Because this Lifetime Wish is related to the Fishing skill (and likely brought about by the selection of the Angler trait), you must dedicate a significant amount of time to standing at water's edge with a line in the water. To start developing the Fishing skill, take a class or just go to the nearest body of water in your town and drop a hook in the drink. Even if you do not catch anything, just having your rod and reel out develops the skill.



You need to reach level 3 of this skill as soon as possible if you want to make a serious run at the Lifetime Wish. Once you have level 3 of the skill, you can select which bait you

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

want to use when fishing. This is a critical step to catching specific fish because every fish is attracted by a specific type of bait. The red herring, for example, loves hot dogs. Some fish, such as the siamese catfish, are attracted to smaller fish. So, you must catch quality minnows to reel in quality siamese catfish. If you fish with a perfect quality bait, your chances of catching a perfect quality fish increase exponentially. This is the only way to fulfill this wish.

Bait also lets you catch a fish three levels higher than your current level. The shark is a level 7 fish. But if you are level 4 and have a red herring as your bait, you can catch a shark.

Where to Fish

The key to getting perfect fish is knowing not only precisely where to fish, but also which bait to use to reel in better quality fish. Here is a full list of where all fish are found in Sunset Valley and Riverview as well as what kinds of bait are needed to attract them:

FISHING

Fish	Skill Level Required	Commonality	Locations Found	Preferred Bait	Minimum weight	Maximum weight	Value at min weight	Value at max weight	Skill Points for Catching
Minnow	0	Common	Lakes, Ocean/Hatchery	Apple	0.1	0.5	5	11	120
Anchovy	0	Common	Ocean/Hatchery	Tomato	0.1	0.5	5	11	120
Goldfish	1	Common	Lakes	Lettuce	0.1	2	6	16	132
Alley Catfish	1	Uncommon	Lakes, Ocean/Hatchery	Cheese	0.1	5	6	20	132
Jellyfish	2	Common	Ocean/Hatchery	Grapes	0.1	10	8	19	140
Rainbow Trout	2	Common	Lakes	Egg	1	10	9	18	140
Red Herring	3	Common	Lakes, Ocean/Hatchery	Hot Dogs	1	10	5	5	160
Tuna	3	Common	Ocean/Hatchery	Onion	2	40	11	25	160
Piranha	4	Uncommon	Lakes	Watermelon	5	15	14	30	185
Tragic Clownfish	4	Uncommon	Lakes, Ocean/Hatchery	Bell Pepper	5	40	13	32	185
Siamese Catfish	5	Common	Lakes, Ocean/Hatchery	Minnow	3	25	14	41	220
Blowfish	5	Uncommon	Ocean/Hatchery	Potato	5	40	13	47	220
Salmon	6	Common	Ocean/Hatchery	Lime	10	50	14	45	255
Black Goldfish	6	Common	Lakes	Goldfish	5	25	16	49	255
Shark	7	Uncommon	Lakes, Ocean/Hatchery	Red Herring	1	150	7	70	295
Swordfish	7	Common	Ocean/Hatchery	Anchovy	20	60	17	60	295
Angelfish	8	Uncommon	Lakes, Ocean/Hatchery	AlleyCatfish	2	60	21	85	340
Vampire Fish	8	Rare	Graveyard	Garlic	25	80	55	225	1,000
Robot Fish	9	Rare	Science Facility	Piranha	250	1,000	50	275	1,000
Lobster	9	Common	Lakes, Ocean/Hatchery	Tuna	5	50	25	120	400
Deathfish	10	Rare	Graveyard	Angelfish	20	80	200	1,000	1,500

TIP

Because higher quality bait attracts higher quality fish, consider working on the Gardening skill alongside the Fishing skill so you can grow consistently good harvestables that certain fish like.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Renaissance Sim

- Reach Level 10 with 3 Different Skills

This Lifetime Wish requires your Sim to master three skills. Any three of the available skills will do in your pursuit of this dream. The easiest path to success is to choose any of the skills that are related to your Sim's traits. Prioritize those skills first. For example, if you have a Bookworm Sim, hit the Writing skill first.

Which Skills?

Mastering three skills is not going to be easy. This will take time. As mentioned, you can accelerate the development of a skill if it is somehow related to one of your Sim's traits. But still, you're probably wondering which are the three easiest skills to master? Which can you max out the fastest? The Cooking skill is one of the easiest to master because you have to feed your Sims anyway, so why not develop a skill while making them meals?



The Athletic skill is also easy to develop, especially when you install some exercise equipment right in the house for them to jump on when not working on another skill. The Guitar skill is another skill that can be rapidly developed because you can carry a guitar anywhere in your Sim's inventory and bust it out for some practice whenever you have a little downtime. (Great bonus: the Guitar skill eventually lets you play for tips, which you can do while developing the skill.)

Supporting Yourself

Mastering three skills is going to be a major time sink for your Sim, which means they might not necessarily have enough time to work a full-time gig. Not to worry. There are other ways to support your Sim while chasing this dream, such as selling gathered collectibles.

You can also pursue skills for this Lifetime Wish that result in an income. The Writing, Painting, Gardening, and Fishing skills all result in objects that your Sim can sell for Simoleons. Creating these goods is all part of developing these skills, too, so you can support your Sim by working on at least one of the skills needed to fulfill this Lifetime Wish.

Rock Star

- Reach Level 10 in the Music Career (Rock Branch)

Becoming a rock star is a nearly universal dream, but in *The Sims 3*, the adoration of screaming crowds can finally be yours. To achieve this Lifetime Wish, you must ascend to the top of the Music career's Rock branch. The career splits at level 6. Do not choose the Symphonic branch at the split or else you cannot fulfill this wish.

MUSIC CAREER

Level	Position	Work Days	Start Time	Length of Day	Average Daily Pay	Weekly Average Pay	Pension Pay	Metrics for Promotion
1	Fan	M, T, TH, F, S	15	6	125	625	30	Mood, Guitar Skill
2	Roadie	M, T, TH, F, S	15	6	148	740	40	Mood, Guitar Skill
3	Stagehand	M, T, TH, F, S	16	6	175	875	50	Mood, Guitar Skill, Relationship w/ Band
4	Band Manager	M, T, TH, F, S	16	5.5	263	1,315	70	Mood, Guitar Skill, Relationship w/ Band
5	Music Talent Scout	M, T, F, S	17	5.5	311	1,244	60	Mood, Guitar Skill, Relationship w/ Band

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

ROCK CAREER

Level	Position	Work Days	Start Time	Length of Day	Average Daily Pay	Weekly Average Pay	Pension Pay	Metrics for Promotion
6	Lyricist	M, T, F, S	6 PM	5	483	1,932	100	Mood, Guitar Skill, Relationship w/ Band Members, Concerts Performed
7	Backup Vocalist	M, T, F, S	7 PM	5	628	2,512	120	Mood, Guitar Skill, Relationship w/ Band Members, Concerts Performed
8	Lead Guitarist	T, F, S	8 PM	4.5	817	2,451	160	Mood, Guitar Skill, Relationship w/ Band Members, Concerts Performed
9	Pop Icon	T, F, S	9 PM	4	1,144	3,432	200	Mood, Guitar Skill, Relationship w/ Band Members, Concerts Performed
10	Rock Star	N/A	N/A	N/A	N/A	N/A	350	Concerts Performed

Guitar Skill

As expected, the Guitar skill is a critical metric for this career from the very first day at work. Buy a guitar for your Sim and practice whenever possible outside of work. There is a career tone that allows you to work on your Guitar skill while at the theatre, but do not count on it as a solid way to develop the skill. Instead, practice at home, at the park—anywhere. And be sure to play for tips when you unlock that interaction because it is a great way to get a little extra cash on the side.

NOTE

For more information on developing the Guitar skill, please see the Golden Tongue, Golden Fingers Lifetime Wish in this chapter.

While at Work...

Naturally, the key to advancing in this career is the development of the Guitar skill. Starting out with a class at the theatre is a good way to get a head-start on the career, even before you start your first day, since the Guitar skill is critical for every step in the career.

To continue moving up the career ladder, you must maintain a good mood and have a good relationship with co-workers, who are called band or orchestra members depending on the career path taken. Use the Study Music Theory tone because it helps build the Guitar skill—and the Logic skill, which is a critical measure for the Symphonic branch. In the Rock branch, you need to practice for gigs because performing concerts is a key to advancement.

Rock Branch



The next promotion following the Music Talent Scout in the Rock branch is Lyricist. When you reach this promotion, you can start holding concerts. Use this interaction on the theatre and stadium to stage two- or four-hour concerts that are measured as part of the promotion process. (This interaction is only available between noon and midnight.) Once you choose to hold a concert and enter the venue, other Sims will follow.

Once inside the Rock branch of the career, the relationship with band members remains important. Continue fostering these relationships, hang out with band members outside of work, and always go into a shift in a good mood to maintain this important metric.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Keep performing concerts and keep up the Guitar skill to reach the pinnacle of the branch: Rock Star. At this level, your carpool is replaced by a pastel limo that will take you anywhere. At this level, the Sim can also select venues and choose to Hold Autograph Session, just like the Professional Sports career. The goal is to sign as many autographs as possible with the other Sims on the lot. The more signed, the more money is awarded for the session.

Once the Sim achieves Rock Star, they no longer have a work schedule. Money is earned exclusively by holding concerts. To maximize pay-outs, hold the concert at the stadium. The concert takes longer than one at the theatre, but the salary is double.

NOTE

Between levels 8 and 10 of the Rock branch, Sims have two new socials: Worship and Be Worshipped. This social is acutely positive, as even Sims who are as low on the relationship ladder as Acquaintance will engage the Sim.

Star News Anchor

- Reach Level 10 in the Journalism Career

The Journalism career is a demanding job that requires work both inside and outside the office. As your Sim works up the promotion ladder, they assume more and more responsibilities for tasks that must be done at home, such as writing stories. The career also requires the Sim work on two skills: Writing and Charisma. While the Writing skill is a given considering the career, developing the Charisma skill en route to the Star New Anchor chair means you must spend a lot of time building the necessary relationships to advance skill levels.

JOURNALISM CAREER

Level	Position	Work Days	Start Time	Length of Day	Average Daily Pay	Weekly Average Pay	Pension Pay	Metrics for Promotion
1	Paper Boy	M, T, W, TH, F	8 AM	6	225	1,125	60	Mood, Writing Skill
2	Automated Spell-Checker Checker	M, T, W, TH, F	8 AM	6	259	1,295	70	Mood, Writing Skill
3	Freelance Writer	M, T, W, TH, F	8 AM	6	298	1,490	80	Mood, Writing Skill, Stories Written
4	Professional Blogger	M, T, W, TH, F	8 AM	4	301	1,505	80	Mood, Writing Skill, Stories Written
5	Anonymous Source Handler	M, T, W, TH, F	8 AM	5	482	2,410	120	Mood, Writing Skill, Charisma Skill, Stories Written
6	Investigative Reporter	M, W, TH, F	8 AM	5	627	2,508	120	Mood, Writing Skill, Charisma Skill, Stories Written
7	Weather Man	M, W, TH, F	8 AM	5	753	3,012	150	Mood, Writing Skill, Charisma Skill
8	Lead Reporter	M, W, TH, F	8 AM	5	942	3,768	180	Mood, Writing Skill, Charisma Skill, Stories Written

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

JOURNALISM CAREER, CONTINUED

Level	Position	Work Days	Start Time	Length of Day	Average Daily Pay	Weekly Average Pay	Pension Pay	Metrics for Promotion
9	Editor-In-Chief	M, W, TH, F	8 AM	5	1,178	4,712	230	Mood, Writing Skill, Charisma Skill, Stories Written
10	Star News Anchor	M, W, TH, F	8 AM	4	1,532	6,128	300	Mood, Writing Skill, Charisma Skill, Stories Written

Writing Skill



Two metrics are used to evaluate your Sim for every single promotion in the Journalism career: mood and Writing skill. The Writing skill is easy to start by just practicing at the computer at home. Later, take the class (offered at the same location as the Journalism career) to advance a level for just the cost of tuition and a few hours.

> **NOTE**
> For a complete description of how to effectively develop the Writing skill, please see the Illustrious Author Lifetime Wish in this chapter.

Charisma Skill

The Charisma skill required for the fifth promotion and all of those beyond requires a lot of time. You do not need to ratchet the Charisma skill all the way up to level 10 to reach the top of the career, but you definitely cannot just build to level 3 and then stop. Pace yourself and make sure you are constantly out there meeting people so you can build the relationships needed to advance the skill. Use the Discuss News with Co-Workers tone at work to meet Sims who you can later socialize with and build the necessary relationships for each level of the Charisma skill.

> **NOTE**
> Consult the Leader of the Free World Lifetime Wish in this chapter for a deeper explanation of rapidly developing the Charisma skill.

Writing Stories

Joining the Journalism career also allows the Sim to engage in a new type of writing: stories and reviews. This subject only lasts, though, for as long as the Sim holds a Journalism career.

You can write an article at home without doing any research. It goes into your Sim's inventory and generates royalty payment. To create a story or a review, though, you need to do some research. Rummaging in trash cans is a good way to gather material. So is interviewing a Sim or going to a movie. Once this has happened, a new interaction appears: Write a Negative/Positive review/story. This does not create an object, like writing an article. Instead, this goes toward boosting the "Stories and Reviews" metric needed for promotions.

Super Popular

- Be Friends with 20 Sims

With the exception of Loner Sims, all Sims love to socialize. This Lifetime Wish, though, is the ultimate goal of gadflies and gabbers—have a lot of friends. The exact number of required friends for this Lifetime Wish fluctuates between Sims, but the means of reaching that number of friends is always the same: get out there and meet folks.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Charisma Skill

To succeed at this Lifetime Wish, you really need to build up the Charisma skill. This skill unlocks a series of special greeting modifiers that help your Sim build strong lasting relationships much easier than a Sim without an advanced Charisma skill. Here are the greeting modifiers a charismatic Sim earns, level by level:

CHARISMA – GREETINGS

Level	Greet Modifier	Type of Greet
1	Friendly	Friendly
2	Amusing	Funny
3	Interesting	Impressive
4	Flirty	Romantic
5	Affectionate	Romantic
6	Funny	Funny
7	Impressive	Impressive
8	Hilarious	Funny
9	Loving	Romantic
10	Hot	Romantic

NOTE

Please see the Leader of the Free World Lifetime Wish in this chapter for a fuller explanation of how to accelerate the Charisma skill.

How to Socialize



So, you've started working on your Charisma—now it's time to actually practice it with other Sims. Because the goal of this Lifetime Wish is to achieve the Friend status with Sims, you must get relationships started off on the right foot. All newly met Sims are initially Acquaintances. From here, the relationship can go one of two ways. If you are crude or boring, the relationship deteriorates into enemy territory. If you are friendly, bubbly, and romantic when appropriate, the relationship blossoms. To create and maintain good relationships, you must understand the basics of how relationships are built and cultivated in *The Sims 3*.

Long-Term Relationship (LTR)

The long-term relationship represents the state of the relationship between two Sims, which extends beyond the time during which a conversation is taking place. LTR essentially describes the way two Sims view each other at a given moment. Every Sim outside the family starts out as a Stranger. Once initial contact is made, the LTR moves up to Acquaintance and can never fall back into Stranger. However, Acquaintance is the proverbial fork in the road. From here, the LTR can blossom into friendship or deteriorate into rivalry.



The LTR is visually measured by the bar below the portrait of the Sim you are conversing with. If the relationship develops in a positive manner, the right half of the bar fills. Positive relationship status is noted with green. If the relationship is souring, that meter empties back out and can even dip into the left side, which is red. The red bar denotes a negative LTR.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

NOTE

The natural tendency of the LTR is to decay toward zero from either end of the relationship spectrum. Zero puts you back into Acquaintance territory. Decay occurs naturally with each passing day that you do not contact a Sim you have a relationship with.

TIP

Look in the Relationship panel to easily check out your current LTR with all Sims you have contacted.

Here is a list of all of the LTRs:

- Stranger
- Acquaintance
- Disliked
- Distant Friend
- Friend
- Good Friend
- Best Friend
- Best Friends Forever (teens only)
- Romantic Interest
- Ex-Spouse
- Ex
- Enemy
- Old Enemies
- Partner
- Fiancee
- Spouse

Short-Term Context (STC)

Short-term contexts are what a Sim thinks about the other Sim in the course of the current conversation, not as an LTR. The STC is displayed in the conversation box in the screen's upper-left as the conversation unfolds. For example, the box may say that "Jenny thinks Sasha is being amusing." STC is affected by the kind of socials used in a conversation. Each social has a commodity attached to it that directs the course of a conversation. These are all of the STCs from *The Sims 3*:

- Dull
- Drab
- Insufferably Tedious
- Odd
- Creepy
- Frightening
- Very Scary
- Impolite
- Insulting
- Unforgivably Rude
- OK
- Friendly
- Very Friendly
- Amusing
- Funny
- Hilarious
- Flirty
- Seductive
- Hot
- Awkward
- Very Awkward
- Steamed

Not all STCs are symmetrical. One Sim can have a totally different impression of a conversation than the other. The only symmetrical STCs are those associated with the following commodities: friendly, funny, amorous, and steamed. It is very possible that Jenny could think Sasha is being Dull while Sasha does not.



STC also modulates the way socials are accepted. Instead of just hot and cold, STCs and their respective commodities temper reactions. Depending on your LTR and STC, you can see different degrees of reaction to a social. Trying to kiss a Sim on the cheek in the context of the Flirty STC will be a lot more successful than the Friendly STC.

NOTE

The STC of a conversation contributes to the kind of decay an LTR undergoes each day.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Commodity

So, each STC is associated with a commodity? What's a commodity? Think of these as the general categories a social or STC falls under. They are based on specific emotions we all feel, such as awkwardness or love. Use the commodity of a social to inspire an STC, which will in turn effect the overall LTR. Here are the seven commodities:

- Boring
- Creepy
- Insulting
- Friendly
- Funny
- Amorous
- Awkward
- Steamed

As you look at the different STCs and socials in this chapter, check the associated commodities so you can push a conversation in the desired direction.

Decay and Normalizing

Relationships do not operate under inertia. They decay over time if not tended to, even if that time period is as short as 24 hours. This is why regular socializing is so important. Decay is not necessarily a negative slide. While positive relationship can indeed decay into mere Acquaintance, a negative relationship can normalize into the far more desirable Acquaintance. (Apparently Sims don't keep grudges quite like we do.)



Decay can be slowed by something as simple as a phone call.

As mentioned, the STC of a conversation contributes to LTR decay. These commodities dictate the decay. The amount of decay is also determined by the LTR itself. An LTR above zero, which starts heading toward positive territory, will have a different amount of decay from a specific STC/commodity than a negative LTR, which is below zero. No hard math on-screen shows the numerical value of an LTR, but you can sort of eyeball it.

Use this table to understand the way decay occurs as different STCs (with their respective commodities) are used in social encounters:

DECAY

STC	Commodity	Normalization from Negative LTR	Decay from Positive LTR
Dull	Boring	1	-2
Drab	Boring	1	-2
Insufferably Tedious	Boring	1	-2
Odd	Creepy	1	-2
Creepy	Creepy	1	-5
Frightening	Creepy	1	-5
Very Scary	Creepy	1	-5
Impolite	Insulting	1	-5
Insulting	Insulting	1	-5
Unforgivably Rude	Insulting	1	-5
OK	Friendly	3	-2
Friendly	Friendly	3	-2
Very Friendly	Friendly	3	-2
Amusing	Funny	3	-2
Funny	Funny	3	-2
Hilarious	Funny	3	-2
Flirty	Amorous	3	-2
Seductive	Amorous	3	-2
Hot	Amorous	3	-2
Awkward	Awkward	1	-5
Very Awkward	Awkward	1	-5
Steamed	Steamed	1	-5

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

So, here's an example of how this decay works: Jenny and Sasha are Good Friends. If their last encounter was Impolite, then after a few days, the LTR will decay to just Friends. Conversely, if Jenny and Sasha have the Disliked LTR, the relationship will normalize into Acquaintance if the last STC was Friendly.

Where to Socialize

There are many ways to meet Sims. If you use the co-worker-related tones at your job, you will make acquaintances with the other Sims at your career location. This is a good way to start a nice contact database. But both Sunset Valley and Riverview are bustling social scenes.

All you need to do is step outside your front door every once in a while. Sometimes, all you actually need to do is just go outside the front door, because a Sim or two will usually walk by your house a few times a day. If you keep an eye on the front stoop, you may make a new friends with minimal effort.



Just wandering through the city is another way to find Sims and interact with them. When you are out running errands, such as going to the bookstore or the supermarket, don't immediately go back home. Walk around downtown, where you will find a great concentration of Sims. Left-click on one and strike up a conversation. You may occasionally encounter a rude Sim, but for the most part, folks are pretty friendly.



The museum is a good place to find other Sims interested in art. Otherwise, they wouldn't be there!



Sims who play chess are into the Logic skill, so talk to them about logic-related stuff, like stars, after a game.

Use community locations as meeting places, too. Parks are good places to go and find new friends, but so are the gym or the library. In fact, use these community locations to find Sims with similar interests, which helps you develop LTRs easier than just randomly finding somebody to talk to. If you are an athletic Sim and go to the gym, you will immediately have something in common with the Sims there and have things to talk about, such as Athletic skills. If you like chess, go to Central Park and hang out at the chess boards to find other logic-minded Sims. You may find other anglers at lakes and the beach.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Chat up Sims at community locations to build your database of acquaintances.

Telephone and Computer



So, you met some Sims while you were out and about? An easy way to keep in contact with them in your personal telephone, which is located in your Inventory tab. When you left-click on the telephone, you have a variety of interactions for further relationships (and possibly even making a new one). You can only call Sims you have met—you cannot call strangers. Here are all of the interactions with the telephone that lead to social encounters:

- **Chat:** Chatting in the most common action with the telephone. You can both call a Sim or answer a call from another Sim and engage in chit-chat. Chat is a good way to keep up with friends and slow decay.
- **Invite Over/Invite to:** You call a Sim and either invite them to come over to your lot or you invite them to meet you at a community location, such as the beach or park. If you have at least a modest LTR with the Sim you called, it is highly likely they will accept your invitation.
- **Call for Services:** Sometimes you need a little outside help. Call for Service connects you to a menu of NPC services, such as the Police, Pizza Delivery, or a Baby-sitter.
- **Throw Party:** One of the best ways to socialize is to throw a party. There are different types of parties you can throw depending on the desired occasion. Making this call brings up a menu for selecting the type of party, setting the time, setting the dress code, and inviting known Sims.

NOTE

You can also use the telephone to quit a job, retire from a job, change a ringtone, or answer and listen to a potential opportunity.



The computer is another way to keep up with Sims. To chat with Sims you know, left-click on the computer and choose the Chat interaction. From here, you can select with Sim you want to chat online with. Your Sim will sometimes perform this interaction automatically, especially if they are a Computer Whiz. Chatting on the computer helps out with the Fun need and it affects LTR by slowing decay.

Being Boring

Talking about the same things over and over gets boring to most Sims. The positive effect of a positive social is weakened the more you use it. Repeating a social can also affect the STC. Continuous droning about the same subjects will nudge the STC into Dull, Drab, or Insufferably Tedious territory. If the conversation ends on one of those STCs, the LTR suffers.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



The default number of times you can repeat a social without getting boring is two. And if you break apart a conversation, you can use a social more than twice without any STC worries. Some socials can be used more than twice without dullness setting in, such as Chat. Chat has four uses before it is boring in a single conversation. However, it can be "recharged" so that the social can be used six times before it is boring. To recharge a social, you just need to break it up in the conversation. For example, let's say you use Chat four times in a row. The other Sim is not bored, but is about to be if you use it one more time. So, you change course and Talk About Books. After that social runs its course, you have recharged Chat once. Now you can use Chat again without it being boring. However, if you tried to use it again without another recharge, the social would be considered boring.

Surrounded by Family

- Raise 5 Children from Babies to Teens

This Lifetime Wish is for family-minded Sims. Now, this will be a very difficult wish to accomplish without at least one more Sim in the house who can contribute to the household income because the Sim with this dream will be very busy raising kids. The number of children that must be raised to the teen age varies depending on the Sim you build in Create a Sim.

NOTE

If you create a Sim with this Lifetime Wish, do yourself a favor and create a spouse for them. This will definitely increase your chances of fulfilling this wish.

Having Babies

Chances are pretty good that you know where babies come from. In *The Sims 3*, creating a baby happens pretty much the same way. A male and female Sim who love each other very much go into the bedroom and—really, does all this need to be spelled out? A successful session of Try for Baby followed by the baby chimes means the female Sim is pregnant and will have a baby in about three game days.

After a baby is delivered, a Sim can get pregnant again within just a day or two. However, considering how much time is required to feed and tend to a baby, you may not want to get moving on the next baby until the first baby has aged up to a toddler.

Raising Kids from Baby to Teen

Baby



The most helpless of all Sims, the baby requires a lot of care. Fortunately, this age lasts only a couple days and parents are given the time off from their careers to tend to the baby. Babies are typically carried around by their parents (or adult/elder Sims). While carrying a baby, Sims must limit their interactions to sitting (not in front of a table), using the phone, and any socialization that does not require touching. Babies have fewer needs than other Sims, but the needs they do have are critical. Here is what you need to monitor on a baby:

- **Energy:** Babies tend to get tired much faster than other ages. When a baby gets tired, it can fall asleep, as long as it is not in the middle of an activity. Babies typically sleep in a crib, though, so make sure you buy one if your household has a baby in it. It's important to note that babies do not operate on the same night-day sleep cycle as older Sims. Don't count on getting a lot

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

of sleep with a baby. When the baby starts crying, you better get up and see what's wrong, even if it's 4 AM.

- **Hygiene:** Babies need to relieve themselves like every other Sim, but they do so in their diapers. This makes the baby Smelly, which can cause a negative moodlet on other Sims if the Change Diaper interaction is not selected after the baby alerts you of its stinky predicament. Babies who are not changed soon after they make a number one will cry, which can wake up other Sims in a house.
- **Hunger:** Babies need a lot of feeding, but not the kind of food you prepare in the kitchen. Babies need bottles. To feed a baby when it needs it, select the Feed Baby interaction on the baby.
- **Social:** Babies need interaction and entertainment, so be sure to regularly play with your new baby.

CAUTION

You must attend to the baby or the baby will get the Lonely moodlet. You must also feed the baby regularly so the Hunger need never drops into the red. If you neglect a baby (or any Sim younger than young adult), you risk a visit from a Social Worker. The Social Worker will take away a child who is being neglected.

TIP

Need to leave the lot when you have a baby? Pick up the phone and dial a baby-sitter to come over and watch your child. You can only leave babies with teen or older Sims. Child Sims cannot take care of a baby in an adult's absence.



Play with the baby so it has Fun and you can start building your LTR.



Feed the baby regularly so it doesn't cry from Hunger.

Here is the list of baby interactions:

- **Change Diaper:** When a baby smells due to an accident, use this interaction to ward off the stink and restore the baby's Hygiene.
- **Feed Baby:** Baby hungry? Select this interaction to give the baby a bottle and take care of its Hunger needs.
- **Put to Bed/Crib:** When a baby is sleepy, you can put it down in a crib for a nap or even lay it on the floor. Obviously, the crib is a better solution.
- **Hold:** Babies need help getting around and parents love contact with their babies, so use Hold to pick up a baby and cart it around.

Here is the list of baby socials:

- **Play With:** Socialize with your baby! Get right up in its face and make silly noises, much to the baby's entertainment. Unless, of course, the baby needs

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

feeding or change, and then no amount of goofy eyes will help.

- **Snuggle:** Awwww. Snuggle-time! Snuggle up with your baby via this social.

Toddler



Babies age up into toddlers. Toddlers cannot take much better care of themselves than babies, but at least they are somewhat mobile on their own, thanks to the ability to crawl, and they can amuse themselves via toys. Toddlers can be taught how to walk via a special interaction with an teen or older Sim. In fact, teaching a toddler to walk is one of three critical lessons you need to teach a toddler before it ages up into a child. The other necessary lessons are Teach to Talk and Potty Train. Toddlers need attention like babies, so if a toddler starts to fuss, you should definitely pick it up and socialize with it.



Toddlers love toys. You can keep them busy for hours by giving them a few toys to play with, like the baby xylophone.

Toddlers have four needs that must be attended to:

- **Energy:** Toddlers need to sleep a little less than babies, but they still get sleepy on a much more regular basis than older Sims.
- **Fun:** To keep toddlers in a good mood, you need to either play with them or direct their attention to some toys. You can purchase several toys in Buy Mode from the Kids Room catalog.
- **Hunger:** Toddlers need to eat. You can either go the bottle route or feed a toddler in a high chair, which can also be purchased from the Kids Room. To feed a toddler actual food, you need the food processor to puree the meal. Toddlers get the same moodlets from eating food as older Sims.
- **Hygiene:** Toddlers use diapers—and fill them with a stink that's even more potent than a baby's. If not potty trained, a toddler will fill its diapers and demand immediate changing. If a toddler has been taught to use the potty, it can use the training potty.



As mentioned, you need to teach the toddler in order for it to properly age up. If you have not taught the toddler all three skills before it ages, you cannot choose the third trait it receives during the transition. To teach the toddler how to walk, talk, and use the potty, select those interactions/socials by left-clicking on the baby.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Potty Train is a critical skill to impart to a toddler.

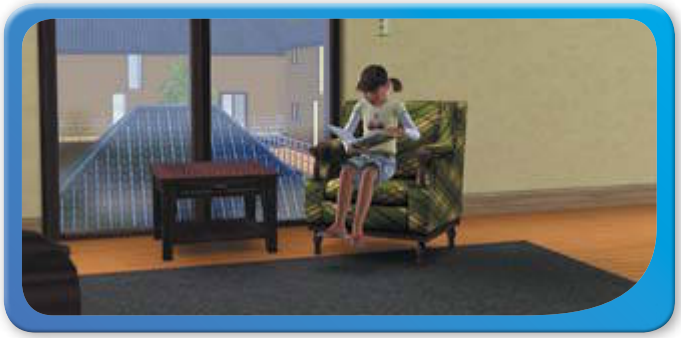
Teach to Walk and Teach to Talk are selectable when you left-click on the toddler. The older Sim sits down next to the toddler and starts the lesson. Lesson progress is viewable just like learning a skill in adulthood. A blue bar appears over the toddler's head and fills over the course of the lesson. When the bar fills to the max, the skill has been taught. To handle potty training, you need to buy the small training toilet from Buy Mode. As soon as the toddler has learned any of these skills, that skill vanishes from the interaction menu.

In addition to these important lessons, you can goof off with a toddler by choosing the Tickle or Toss in Air socials on the toddler. The toddler loves to be played with, which has a positive effect on both the player and the playee. Playing gives the toddler a positive moodlet. Toddlers in a good mood learn very fast.

Tip

Elder Sims are great teachers for toddlers.

Child



Child Sims have survived being a toddler and are ready to take on a little responsibility of their own: school. Child Sims can socialize and make friends with other children, feed themselves with quick snacks from the fridge, and even learn a few of the skills that will give them a leg up on teen and adult life. Children still like to play, so let them have a little fun with toys and games when not working on homework for school and socializing with the family.

Because children can leave the house and do a little exploring, it's important for children to have curfews. Children get curfew warnings letting them know it is time to get home unless they are staying with a friend at a lot/house they were invited to.



A child who gets regular good grades and has an A at the time of the age transition gets to choose the next trait. Anything less and the trait is either random or purposefully negative. However, in addition to going to school, children can learn a few skills, such as Cooking.

Swimming in Cash

- Have 50,000 Simoleons in the Household Funds

This Lifetime Wish is about one thing and one thing only: accumulating cash. The more Simoleons your Sim pockets the better, because this wish asks you have a lot of money in the household account. Though the amount required changes depending on the Sim that accepts the Lifetime Wish, the fulfillment remains the same—as soon as you have the set number of Simoleons in the account, the wish is achieved.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

NOTE

This wish does not count the value of assets. You must have cold, hard cash in the account.

Making Money at Work

So, what are the fastest ways to accumulate a lot of Simoleons? Most of the careers are actually not the best way to go. They take up a lot of time and the pay, while decent, is not going to push you over the top in a moderate amount of time. Say you are required to have §50,000 to achieve the Lifetime Wish. No matter how high you reach in the Culinary career, it will take you a very, very long time to bank §50,000 on those wages.

There is, of course, an exception: the Business career. At the start out in the business career, Sims do not pocket a lot of Simoleons. However, once you reach the upper echelons of the corporate ladder at Doo Peas, you are largely freed from the shackles of working shifts. At the top of the pyramid—the Power Broker—you only need to clock nine hours a week to keep your job. So, where do you make cash then? Taking meetings. When you schedule and take a meeting, you bank quite a bit of cash. If you schedule an entire day of meetings, you can actually pull in thousands of Simoleons.

Skills

A modest career is a decent way to bring in the cash, but skills are another good vehicle for income. Not every skill is a cash cow, though. The Logic skill, for example, is not much of a bread-winner. But the Gardening and Fishing skills? Those can be great sources of income if you really develop them and work to bring in high-quality results. For example, as mentioned in the Perfect Garden Lifetime Wish, you can sell watermelon and garlic for a significant profit, especially if you fertilize and breed them into higher quality harvestables.

NOTE

The Fishing, Writing, and Painting skills provide good alternate sources of income. See these sections in the Simology chapter for more details on these skills.

Collectibles



Finding and selling collectibles is an excellent way to amass cash. There are hundreds of collectibles in your town to pick up, from gems to space rocks to butterflies. Almost every collectible is right out in the open, but they do spawn in slightly different spots each day. Plus, the same collectible may not be at a reliable place every day. Take SimHenge in Sunset Valley, for example. That's a great place to find butterflies. But the type of butterflies flitting about changes almost every day.

Please see the "Places to Go Collecting" sections of the Tour of Sunset Valley and Tour of Riverview chapters for exactly where to find valuable collectibles in each town. Beetles, metals, you name it—if you can find it, we've found it.

The Tinkerer

- Master the Logic Skill
- Master the Handiness Skill

This Lifetime Wish is a celebration of the mind as both the means of thinking great thoughts and transforming the ordinary into the sublime. To achieve this wish, you must reach level 10 of both the Logic and Handiness skills.

Logic Skill

You need to work on two skills at the same time to satisfy this Lifetime Wish, but put most of your efforts into the Logic skill first. The higher the Logic skill, the quicker you can develop the Handiness skill—that's just one of the benefits of the Logic skill. (The only skills the Logic skill does not accelerate are Charisma and Athletic.)

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

NOTE

For more information on the Logic skill, see the "Logic skill" section of the Simology chapter as well as Perfect Mind, Perfect Body Lifetime Wish in this chapter.

Handiness Skill

Although it is suggested you get started right away on the Logic skill because it will help your Sim develop the Handiness skill a bit faster, you still should attempt to repair household objects whenever possible just to push the Handiness skill. This skill is also acquired by either taking a Handiness class or reading Handiness books, available from the bookstore. Save the Handiness class and get started either by reading or fussing with an object. Use the class to gain a level much deeper into the Handiness skill.

Once the Handiness skill has been acquired via a course or a book, Sims can further develop it at home by either Tinkering with objects or attempting to Repair a broken object, such as a stove, stereo, dishwasher, or toilet. Any mechanical or electric object has the potential to break after every use. When an electrical object breaks, it typically smokes or sparks. A broken toilet is clogged and refuses to flush. When this happens, the Repair interaction becomes available.



This is the risk of trying to fix an electrical object when you have not developed this skill.

When the Repair option is selected, a handy Sim will start working on the object. Depending on the level of the Handiness skill, the Sim risks getting electrocuted by the object. This causes the Singed moodlet, which drops the overall mood. (Remove this moodlet with a bath or shower.) The higher the Handiness skill, the less chance the Sim will be shocked while repairing the object. Fortunately, one of the skill challenges (Electrician) can make a Sim invulnerable to electrocution.

A repaired object is not back to 100 percent. Once an object breaks, it has started its steady downhill slide. The chance of a repaired object breaking again goes up. The more it breaks and is repaired, the higher the chance of repeat breaks until the object finally goes absolutely kaput and must be replaced.

Upgrading



Once the Handiness skill reaches level 3, the Sim learns the Upgrade interaction. Upgrading lets a Sim add a new effect or function to an existing object. This is not a universal interaction once learned. Subsequent levels after earning the Upgrade interaction unlock extra upgrades the handy Sim can install.

TIP

Use the Boost Channels upgrade so your cheap television gets more channels. Channels that help with certain skills are not available on all televisions.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Upgrades can provide many benefits, from making an object unbreakable or self cleaning or fireproof to strictly improving it. For instance the stereo's speakers can be improved to produce a bigger Enjoying Music moodlet.

Here is a list of objects that can be upgraded, the function of the upgrade, and the level required to perform the upgrade:

UPGRADING

Level	Object	Upgrade	Failure Effect
3	Inexpensive Shower	Prevents ever getting Cold Shower moodlet	Causes puddle that must be mopped
3	Dishwasher	Silences noisy dishwashers that disturb other Sims	Dishwasher just makes louder noises while running
3	Doorbell	Change doorbell to a pleasing sound	Doorbell makes awful noise
3	Stereo	Increase area of effect	Electrocution
3	Window	Improves insulation which lowers bills	None
4	Stove	Make stove fireproof so it never catches fire	Stove catches fire and burns up
4	Coffeemaker	Add timer function so coffee is ready in morning	Electrocution
6	Trash Compactor	Improve capacity	Electrocution
6	Shower	Improve water pressure to cause the Exhilarated moodlet	Causes puddle that must be mopped
7	Gas Fireplace	Fireplace starts when Sim enters room	Fire breaks out in fireplace
7	Stove	Improves food quality	None
8	Stereo	Increase mood gain of Enjoying Music	Electrocution
8	Stereo	Wire House with Speakers so music plays in all rooms	Electrocution
8	Computer	Improves graphics to make games more fun for Sims	Electrocution
9	Grandfather Clock	Increase value of clock	Decrease resale value of clock
6 through 10	Television	Unlock extra channels. Higher the skill, the more channels unlocked.	Electrocution

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

World Renowned Surgeon

- Reach Level 10 in the Medical Career

Brilliant Sims with a surgical mind aim for this Lifetime Wish. To bank the Lifetime Happiness points associated with this wish, you must get to the very top of the Medical career. This is one of the hardest careers to develop, so be ready to put in a lot of hours at the hospital and work on the Logic skill whenever possible. Plus, there are reports to read for later promotion metrics. It is a major time sink—but not only do you get all those Lifetime Happiness points, the career pays quite handsomely when you creep into its upper reaches.

MEDICAL CAREER

Level	Position	Work Days	Start Time	Length of Day	Average Daily Pay	Weekly Average Pay	Pension Pay	Metrics for Promotion
1	Organ Donor	M, T, W, TH, F	9 AM	6	128	640	40	Mood, Logic Skill
2	Bed Pan Cleaner	M, T, W, TH, F	9 AM	6	150	750	40	Mood, Logic Skill
3	Paramedic	M, T, W, TH, F	9 AM	7	190	950	50	Mood, Logic Skill
4	Medical Intern	M, T, W, TH, F	9 AM	10	330	1,650	80	Mood, Logic Skill, Medical Journals Read
5	Resident	M, T, W, TH, F	9 AM	9	700	3,500	170	Mood, Logic Skill, Medical Journals Read
6	Trauma Surgeon	M, T, W, TH, F	7 PM	8	810	4,050	200	Mood, Logic Skill, Medical Journals Read
7	Gene Therapist	M, T, TH, F	9 AM	5	960	3,840	190	Mood, Logic Skill, Medical Journals Read
8	Infectious Disease Researcher	M, T, TH, F	9 AM	5	1,050	4,200	200	Mood, Logic Skill, Medical Journals Read
9	Neurosurgeon	M, T, TH, F	9 AM	8	1,800	7,200	350	Mood, Logic Skill, Medical Journals Read
10	World Renowned Surgeon	M, T, TH, F	9 AM	5	2,400	9,600	460	Mood, Logic Skill, Medical Journals Read

Logic Skill

The Medical career has two constant metrics for promotions: mood and Logic skill. When you embark on this career, waste no time developing the Logic skill. Whether you get started with a book, class, telescope, or just some time at the a chess board, you must immediately jump on this skill. It is the only skill needed for this career, so you do not have to worry about dividing your time with another time-heavy skill like Painting. However, you do need to spend time outside of work reading medical journals. Reading these does not contribute to the Logic skill.

Tip

For tip and tricks on developing the Logic skill, please see the Perfect Mind, Perfect Body Lifetime Wish in this chapter.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

While at Work...



The Medical career is one of the most stressful careers, so to advance, you need activities in the Sim's life that will counteract the Stressed moodlet. Mood is a major factor in promotions, so be sure to sleep when possible (the Sleep in Ready Room tone helps out with this) and have an activity that lowers tension, such as reading, exercise, or socializing.



As soon as you reach the Medical Intern promotion, get ready for a hectic schedule. The Sim gets a beeper and has to come into work at odd hours. Shifts start growing, too, so be ready to spend lots of time at the hospital as you work farther up the promotion ladder. Medical Interns earn the Give Medical Advice social on pregnant Sims. Pregnant Sims who regularly seek medical advice (or receive it) assist the development of the pregnancy, which can lead to the baby getting highly desirable traits.

TIP

If the medical Sim is the one who is pregnant, the Give Medical Advice benefits are automatic.

When you reach the Medical Intern position, you start receiving medical journals, too. These are critical for future advancement because the number of journals read is a metric for deciding promotions alongside mood and Logic skill. In your off time, be sure to read these medical journals because the game keeps track of this statistic.

TIP

The Medical career does not factor relationship with co-workers or the boss into promotions. The quality of work is what really counts.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Wishes

It is through wishes that Sims feel fulfilled and productive. But there are many ways to define a Sim's life besides the great dreams of the Lifetime Wishes. A Sim's day-to-day wants and desires are also quite important to a Sim's overall well-being. In fact, many smaller wishes actually double as building blocks for Lifetime Wishes, such as the desire to get a promotion at work or increase a specific skill level.

Fulfilling a promised wish to a Sim results to the acquisition of Lifetime Happiness points. The reward is not nearly as much as a Lifetime Wish, but the points from fulfilling smaller wishes really add up. Gain 400 Lifetime Happiness points here, 600 Lifetime Happiness points there and pretty soon, your Sim is staring down 10,000 Lifetime Happiness points and can start purchasing Lifetime Rewards.

NOTE

Not every wish is worth the same number of Lifetime Happiness points to every Sim. Depending on a Sim's wants, traits, and needs, a wish is worth a different amount than it would be to another Sim.

Wish List

There are hundreds of wishes that Sims will express to you over the course of their lives. You will not see all of these wishes in a single lifetime—you may never even see some of these wishes while playing *The Sims 3*. It all depends on the personality and direction of your Sim.

Use this complete list of wishes and the necessary conditions for fulfilling the wish to help your Sims lead happy, satisfying days.

WISHES

Wish	Requirement
Watch TV	It doesn't matter if there's nothing on TV. Sims just need to tune in to tune out sometimes.
Improve Grades	Your Sim wants to buckle down and improve the grades being earned from school. Grades can be improved by showing up to school in the right mood and finishing all homework.
Have *X* Grandchildren	The pitter-patter of little feet warms the heart of an older Sim. Your Sim wants granchildren!
Become Friends with Someone	Friends almost always stand together through thick and thin. Your Sim wants to have a Friend, so meet someone new and build a friendship.
Determine Gender of Baby	Doctors have certain abilities that should be shared. Your Sim wants to determine the gender of someone's baby so the new parents will know how to decorate the baby's room.
Have *X* Rich Friends	The world becomes a much more dazzling and wondrous place when you are friends with the wealthy. Your Sim dreams of having lots of friends that are loaded! Look for the nicest houses and befriend the owners!
Throw a Campaign Fundraiser	Campaign Fundraisers are great social gatherings that bring constituents together for the sake of donations. Your Sim wants to throw a campaign fundraiser party. Start calling potential donors!
Make §*X* from Hacking	Encryption and firewalls are nothing to the skilled nocturnal hacker. Set your Sim in front of a computer at night to make some easy money.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

WISHES, CONTINUED

Wish	Requirement
Tutor a Sim for School	Teaching impressionable young minds is a valuable service to the community. Your Sim wants to help another Sim with schoolwork.
Visit the Art Gallery	Art is good for the soul, and your Sim's soul is in need of help. Take in some culture at the art gallery!
Win *X* Fights	The rough and tumble lifestyle earns few friends and a few bruises. Even so, your Sim boldy hopes to win some fights. Dukes up!
First Kiss	There's nothing quite like the dizzying delight and nervous anticipation of a first kiss with someone new.
Return Stolen Object	Kleptomaniacs cannot control their urges. Stealing things is a sickness! Your Sim wants to make amends by returning the stolen object to its rightful owner.
Repair Something	It's no use having broken objects in the home! They don't work and they just ruin a tidy house. Your Sim wants to repair a broken household object.
Talk to Tummy	A new life is growing inside someone close to your Sim. Your Sim wants to talk to the tummy to say something to the baby!
Play Game with Sibling	Games are a great way to pass the time and playfully prove one's dominance over family members. Your Sim wants to play a game with a sibling.
Pick up a Baby or Toddler	Sims want to pick up and hold their little ones close.
Do a Cardio Workout	Bend, flex, and keep the heart rate up! Your Sim wants to burn a few calories using the treadmill, taking a jog, or using the Fitness Channel on TV.
Donate Money to Charity	You can't take it with you, so you might as well try to do some good with it! Your Sim wants to mail a check to a charity.
Play Catch	Tossing the ball around is a great pastime many Sims enjoy. Your Sim wants to play catch outdoors with someone.
Sit on Couch	Your Sim wants to sit on the couch for a bit. Click the couch and select Sit to direct your Sim to do this.
Have Private Wedding	The pizazz of a wedding party is sometimes outdone by a more intimate private ceremony. Your Sim dreams of having a private wedding. Pick a special place and have your Sim ask the spouse-to-be to have a private wedding.
Make Something Fireproof	A home that cannot burn is a safe home! Your Sim dreams of a fire-free existence and wants to upgrade a flame producing household item to be fireproof. Start with the stove!
Break Up	Things aren't going so well with the current relationship and your Sim thinks it might be time to call things off. Perhaps the two lovers can still be friends after the break up?
Boast About Fishing Feats	Your Sim really knows how to handle a rod and reel and wants everyone to know. Go on, boast a little bit!
Cook *X* Different Recipes Perfectly	Preparing one Perfect meal is a bit of a task. Your Sim has lofty aspirations of preparing many. Best of luck!
Flirt with Someone Else	Old flames can sometimes burn low. Your Sim wants to light things up with someone new.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

WISHES, CONTINUED

Wish	Requirement
Donate §*X* to Undermine Charity	Nothing is as wickedly satisfying as confounding do-gooders. Your Sim wants to mail a check to help undermine a charity.
Make at Least §*X* per Week in Royalties	There's nothing like regular income! Your Sim wants to have money coming in from book royalties.
Earn a Promotion	Hard work pays off in the career climb. Your Sim dreams of reaching the relative safety of the next career ledge by receiving a promotion, earned by pushing just a little harder at work!
Get Ingredients for a Recipe	Knowing how to prepare a recipe doesn't matter if your Sim doesn't have the right ingredients. Your Sim wants to prepare a recipe. Travel to the supermarket and purchase everything called out in the recipe!
Work Out Until Fatigued	Your Sim wants to work out until the body can take no more and fatigue sets in. Purchase some exercise equipment, go for a jog, or work out in front of the TV.
Work Out for *X* Hours Straight	Your Sim wants to push the envelope and feel the burn! You can do it!
Do a Strength Workout	The muscle groups are begging for a workout and your Sim is eager and ready to comply. Muscle up with the TV's fitness channel or using the workout bench.
Calm Someone Down	When Sims are filled with rage, the best cure is to calm them down. Your Sim hopes to calm an angry acquaintance down with some soothing words.
Work at Home	Your Sim can't get enough of work, and wants to put in some overtime on the computer.
Get Demoted	Too much success can be scary for some Sims. Your Sim would like to relieve the pressure by getting demoted.
Propose Truce	Personal rivalries between Sims often reach a point when a truce is in order. Your Sim wants to let bygones be bygones and propose a truce with a nemesis.
Eat at the Bistro	The restaurant's menu offers some of the most elegant dishes in town…at reasonable prices! Your Sim wants to eat at the restaurant.
Catch *X* Fish	Your Sim hopes to spend some time at the beach or lake with a fishing rod in hand to catch several fish.
Work Out *X* Times	Good personal fitness leads to a healthy lifestyle. Your Sim values a strong ticker and wants to get in quite a few good workouts. Check out the Fitness Channel, or purchase gym equipment!
Calibrate for Higher Cooking Quality	An upgraded stove can greatly increase the quality and flavor of food prepared on it. Your Sim wants to Calibrate the Stove for Higher Quality to make every meal fantastic!
Start Working Out	Your Sim wants to spend a little time working out. It's never a bad time for personal fitness! Purchase some exercise equipment, go for a jog, or work out in front of the TV.
Eat Recipe	Your Sim has a craving to eat something–cooked just right, of course!
Make a Smooth Recovery	One inappropriate remark doesn't need to end the conversation! Your Sim wants to use a Smooth Recovery to fix things. Go on, be smooth.
Invite Sim to Park	The park makes a great (and cheap) hangout. Your Sim thinks it would be great to take another Sim to the park.
Play Guitar an Hour a Day for *X* Days	Your Sim wants to develop a guitar habit! There's no better way to improve a skill than daily practice, so find an hour each day!

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

WISHES, CONTINUED

Wish	Requirement
Boast About Gardening Glory	The Gardening skills of your Sim should not go unnoticed. Your Sim wants others to know! Go on, boast a little bit!
Avoid People for *X* Hours	Loners prefer to be alone for a little while, as it helps them relax. Your Sim wants to avoid others for several hours to get back to equilibrium.
Stay Inside for *X* Hours	The outside world can be so busy, harsh, and bright. Your Sim wants to lay low for a bit.
Meet Someone New	There's a town full of interesting Sims for your Sim to meet. Your Sim wants to meet someone new!
Play Chess	Chess is a match of wits and cunning that often concludes without bloodshed. Your Sim wants to practice or play chess with someone.
Have First WooHoo	Your Sim wants to have a first WooHoo with someone close! Sounds like fun for a romantic evening.
Scrap Current Painting	Artistic Sims needs fresh inspiration and that old canvas is definitely not doing it. Your Sim wants to Scrap Current Painting on the easel.
Have Triplets!	Not one, not two, but three babies at once... oh my! Your Sim is a glutton for punishment (and love) and dreams of triplets. Surround your Sim with baby things, look into fertility treatment, and hope for a lot of luck!
Adopt a Child	Your Sim wants to start a family by adopting a child. Have your Sim call the Adoption Agency via the phone to adopt right away!
Point Out Flaws	Some Sims like to be truly nasty toward their neighbors with a few insulting comments. Your Sim wants to point out someone's flaws.
Eat Stu Surprise	Stu Surprise is an icky dish that contains so many flavors that it becomes palatable. Your Sim wants to eat Stu Surprise made with grapes and garlic.
Teach Toddler to Walk	Crawling toddlers are even cuter when they can bobble about like basic bipeds! Your Sim wants to teach the toddler to walk...one wobbly step at a time!
Win a Fight	It's never fun to lose, especially when you're the one on the ground! Your Sim wants to win a fight. Sims that win tend to be good athletes, or just downright mean.
Win a Ranked Chess Match	Your Sim hopes to reign supreme on the highly dangerous Ranked Chess Circuit. Use the phone to invite over your next opponent.
Give Inspirational Speech	Politicians of great renown should use their oratory abilities to inspire the masses. Your Sim wants to give an inspirational speech...for liberty!
Buy an Exercise Machine	Pumping iron is the fastest way to turn a Sim's body into a muscular machine. Your Sim wants to bulk up! Buy an exercise machine from the Buy Catalog.
Eat Dim Sum and Canned Soup	Cravings cannot be explained, so there's no point looking for an explanation. Your Sim dreams of eating Dim Sum and canned soup.
Give Medical Advice	Expectant mothers frequently seek medical advice for their not-yet born children. Your Sim wants to give medical advice to a pregnant Sim.
Play the Guitar	Six strings of acoustic enjoyment are calling to your Sim's talented fingers. Your Sim wants to play guitar for a bit to relax.
Console Someone	Sims going through hard times need a friendly, consoling voice. Your Sim wants to console someone with a few kind words.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

WISHES, CONTINUED

Wish	Requirement
Learn Bait for a Fish	Some fish bite more often when the correct bait is attached to the lure. Your Sim wants to learn the bait for a certain fish. Read bait books purchased from the bookstore, or experiment with different types of bait to see what works!
Adopt a Boy	Your Sim dreams of adopting a baby boy to bring into the family. Baby boys are a wonderful addition to any family and will surely bring years of joy for your Sim!
Prepare a Meal Using Freshly Caught Fish	Properly prepared fish can taste simply wonderful, assuming the dish is without scales or that fishy taste! Your Sim aspires to prepare a recipe that contains freshly caught fish. Catch the ingredients and start cooking.
Make an Object Self-Cleaning	Handy Sims can tinker and upgrade some objects to be self-cleaning. The object will never be dirty again! Your Sim wants to upgrade an object to be self-cleaning.
Improve Relationship with Boss	Dreams can sometimes be made from just a little schmooze. Your Sim wants to meet up with the boss and improve their relationship, at least a little bit.
Tutor Someone in a Skill	Tutoring is a great way to teach others about a topic quickly. Your Sim wants to tutor someone in a skill such as cooking or fishing.
Catch a *X* Kilogram Fish	Only the biggest catches are worth mentioning. Your Sim wants to catch a certain sized fish of which to be proud.
Train Someone	Some Sims need a mentor to prod them along while exercising. Your Sim wants to personally train someone. Make sure your Sim owns exercise equipment, invite the trainee over, and start training!
Get a Job	Your Sim envisions a bright future with one of the fine employers throughout the town. Check the newspaper or computer for open positions. You can also go to Map View and filter by Jobs to find opportunities by location.
Wooo! Someone	Parties are ragin' awesome, but they are even better when the Wooo! gets thrown around. Your Sim wants to Wooo! other Sims to spread the fun.
Go Shopping	Your Sim has the shopping bug. There's only one cure! Send your Sim to the bookstore or supermarket in town to buy some items for the home.
Clean Entire House	The home is appallingly dirty! Your Sim thinks it's time to clean up the trash, puddles, and grime that have amassed since the home was last cleaned.
Earn a Raise	The sweet ka-ching of a raise is floating in your Sim's head. Dreaming big really pays off, assuming your Sim puts in the extra effort at work.
Compliment Someone's Personality	Someone around has a great personality, and your Sim wants to let that Sim know.
Take a Class in the Writing Skill	Your Sim wants to take a Writing skill class to learn the skill. Visit the business office to enroll in the class.
Take a Class in the Painting Skill	Your Sim wants to take a Painting skill class to learn the skill. Visit the school to enroll in the class.
Take a Class in the Logic Skill	Your Sim wants to take a Logic skill class to learn the skill. Visit the science facility to enroll in the class.
Take a Class in the Handiness Skill	Your Sim wants to take a Handiness skill class to learn the skill. Visit the military base to enroll in the class.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



WISHES, CONTINUED

Wish	Requirement
Take a Class in the Guitar Skill	Your Sim wants to take a Guitar skill class to learn the skill. Visit the theatre to enroll in the class.
Take a Class in the Gardening Skill	Your Sim wants to take a Gardening skill class to learn the skill. Visit the science facility to enroll in the class.
Take a Class in the Fishing Skill	Your Sim wants to take a Fishing skill class to learn the skill. Visit the supermarket to enroll in the class.
Take a Class in the Cooking Skill	Your Sim wants to take a Cooking skill class to learn the skill. Visit the bistro to enroll in the class.
Take a Class in the Charisma Skill	Your Sim wants to take a Charisma skill class to learn the skill. Visit city hall to enroll in the class.
Take a Class in the Athletic Skill	Your Sim wants to take an Athletic skill class to learn the skill. Visit the stadium to enroll in the class.
Move In with Someone	Moving in with someone is a big deal that shouldn't be taken lightly. Can a relationship survive the move? Your Sim hopes to move in with someone.
Meet All Co-Workers	The office is full of friendly faces all waiting to be introduced to your Sim. Your Sim wants to meet everyone to improve the workplace and meet some new people.
Cheer Someone Up	Sadness will accompany Sims following rough patches like a broken heart or the death of a loved one. Your Sim wants to cheer someone up with a few kind words.
Write a Best-Seller	Sales aren't always an indication of quality, but they don't hurt! Your Sim wants to write a best-selling book.
Buy a *X* Worth at Least §*X*	Your Sim wants to improve the house with a new purchase. Start shopping!
Beat Up Someone	Your Sim isn't feeling so great. But beating up another Sim will make it all better!
Grow Ingredients for Meal	Home cooked meals prepared using fresh, home grown ingredients put the phrase "yum" in the dictionary. Your Sim wants to grow ingredients in the garden.
Stay on the Honor Roll for *X* Days	Your Sim wants to remain on the honor roll for a few days, but it won't be easy! Keep your Sim in a good mood and make sure all the homework is completed on time.
Water Plants	Your Sim's garden plants are thirsty! Your Sim wants to water the plants before they get sick and die.
Brighten Day	Good Sims have the innate ability to brighten one's day with a few kind words. Being the good sort, your Sim wants to brighten someone's day!
Prepare Meal with *X*	Fruits and vegetables can really bring the best flavors forward and delight the palate. Your Sim dreams of preparing a meal that contains fruit or vegetables. Buy them at the supermarket or grow them at home!
Attend a Protest	Your Sim wants to express a little political thought and attend a protest! Protests are typically held at City Hall on the weekends. Let your Sim join in to be heard.
Freak Out!	Sometimes you just have to freak out! Your Sim wants to let the neurosis take hold and freak out.
Grow Up!	Your Sim dreams of growing up! It'll take some scraped knees, exploration, and a healthy dose of good parenting. The special day isn't too far into the future!

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

WISHES, CONTINUED

Wish	Requirement
Conduct an Interview	Your Sim needs a few questions answered in order to write a story. Track someone down and hold that interview for the answers you need.
Hold Hands	Your Sim longs for the familiar squeeze of a loved one's hand. Hand holding is always good for the soul, assuming there are no sweaty palms!
Eat Something at the Public Pool	Sims shouldn't eat and swim at the same time, but they can certainly swim after eating. Your Sim wants to prepare something tasty to eat at the public pool.
Finish Current Painting	Your Sim wants to put the final brush strokes to canvas to see if the current work is indeed a masterpiece. If it isn't, better to finish the current painting and move onto a new piece!
Wedding Congratulations	Dear friends or strangers, it doesn't really matter. Your Sim wants to offer Wedding Congratulations to a happy new couple!
See a Sim Age Up Well	A kid's job is to grow up well! Toddlers need to learn all their basic skills and be kept safe and happy. Teens and children need to be successful in school. Growing up well helps prepare kids for their next stage in life!
Teen Insult	Teens can be so cruel! Your Sim really wants to hit someone where it hurts.
Eat Stu Surprise	Stu Surprise is an icky dish that contains so many flavors that it becomes palatable. Your Sim wants to eat Stu Surprise made with hot dogs and tomato.
Earn §*X* in Royalties Per Week	Prolific writers of great renown can typically live off their royalty checks. Your Sim wants to become a professional writer by earning money in royalty checks per week.
Practice Speech	Practice makes perfect, and your Sim will a need a mirror for this kind of practice.
Help a Sim with Homework	Your Sim has been there before, and wants to ease another Sim's burden by helping with homework.
Eat Stu Surprise	Stu Surprise is an icky dish that contains so many flavors that it becomes palatable. Your Sim wants to eat Stu Surprise made with cheese and limes.
Go Inside	Bugs and wide open spaces don't appeal to everyone. Your Sim wants to go inside the house.
Befriend All Co-workers	Your Sim hopes to improve the workday grind by befriending all co-workers. It's a good way to network, improve sanity, and find friends for after-work events.
Eat Stu Surprise	Stu Surprise is an icky dish that contains so many flavors that it becomes palatable. Your Sim wants to eat Stu Surprise made with peppers and apples.
Join Special Agent Career Branch	Foiling the nefarious plans of madmen is a staple of the Special Agent's life. Your Sim hopes to become one and should look forward to making the choice after being promoted past Lieutenant.
Mop Puddle	Puddles are blights on otherwise sightly floors. Your Sim wants to mop up the offending moisture before it spreads!
Listen to Tummy	A new life is growing inside someone close to your Sim. Your Sim wants to listen to the tummy to hear what the baby is up to!
Compliment Appearance	Physical appearance is often noteworthy. Your Sim wants to compliment another on their appearance.
Sleep Over at Someone's Home	Sleepovers are great fun, plus you don't need to make the bed! Your Sim thinks it'd be worthwhile to sleep over at someone's house. Become friends with someone and wait for the invitation.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



WISHES, CONTINUED

Wish	Requirement
Divorce	Enough is enough! Sometimes Sims wonder how their life might have been different if… Well, there's no time like the present.
Confess Attraction	Keeping secrets can get Sims all worked up. Your Sim can't hold it in any longer and wants to tell that certain someone.
Ask Someone to Stay Over	Inviting someone to a sleepover is a recipe for late night fun! Your Sim wants to ask someone to stay over, perhaps to see how long sleep can be avoided!
Spend §*X* at the Day Spa	Sims living a life of luxury need places to spend their Simoleons. Spend some money on day spa packages for a completely pampered experience.
Buy Something	Your Sim thinks it's time to spice up the house just a touch with something new.
Be Mean	Sometimes it's fun to hurt someone else's feelings. Your Sim wants to try out a mean social on someone.
Get Attention from Dad	It's okay to crave attention from time to time, because that nourishment helps little Sims grow up to be great! Your Sim desires a little attention from Dad. See if he wants to play or chat!
Ask for Campaign Donation	The political machine won't pay for itself. Money is needed to fuel city politics! Your Sim thinks it's time to talk to the neighbors and ask them for campaign donations.
See Game at Stadium	It's time to root, root, root for the home team! Your Sim hopes to see a game at the local stadium–quick, before the season ends!
Visit the Park	The park is full of outdoor pleasures for Sims of all ages. Your Sim dreams of visiting the park. BBQs, picnics, tag–there's so much fun to be had!
Write a Book Worth at Least §*X* a Week in Royalties	There's nothing like regular income! Your Sim wants to have money coming in from book royalties.
Hang Out in Room for *X* Hours	Some Sims get attached to a specific room. Your Sim would prefer not to leave for a while.
Fight!	Grrr! Your Sim wants to get in a fight! Provoke another Sim enough and that fight will happen soon enough!
Make a New Outfit for Myself	Fashions can fade in a matter of days. Your Sim wants to stay ahead of the trends by Planning an Outfit on the dresser.
Take It Easy at Work	There are some days when the boss isn't looking over your shoulder. Your Sim dreams of slacking off at work…if only for today! Pick the "Take It Easy" option once your Sim gets to work to take it easy.
Join Thief Career Branch	Stealing the world's most dazzling jewels is what thieves do best. Your Sim has a keen eye for thievery and can make the choice to be a thief after being promoted past Con Artist.
Throw a Birthday Party	Birthdays are best celebrated among friends and family…with cake! Your Sim wants to throw a birthday party. Throw a birthday party using the phone.
Check Self Out in Mirror	Hey there, good-looking! Your Sim wants to Check Self Out in a mirror.
Steal Something	There's no better discount than the five-fingered kind! Your Sim wants to swipe something.
Start Writing a Book	Your Sim has a few ideas floating around and wants to start writing a book. Set aside some time to write and use the computer to transfer the idea to print!

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

WISHES, CONTINUED

Wish	Requirement
Use an Object	Sims can be very object oriented, and right now, your Sim wants to use an object.
Master a Skill	Mastering a Skill takes great patience and dedication, but your Sim aspires to be the best. Have your Sim practice the skill and complete Opportunities, and great things will happen.
Mooch a Few Simoleons	Your Sim wants to "borrow" some money to use for...something. Ask a friend if it's okay to mooch a little money.
Become BFF	Your Sim wants to become best friends with a Sim. Discover what they have in common and they'll be BFF in no time!
Eat an Outstanding Quality Meal	Eating wonderful food is just one of the many joys of knowing how to cook. Your Sim yearns to eat an Outstanding meal. Obtain high quality ingredients and refine your Sim's Cooking skill.
See Child Become a Scientist	The life of a scientist is a rewarding one filled with gizmos, lab adventures, awards, and a decent pay. Your Sim dreams of seeing someone close reaching level 3 in the Science career. The science facility is always looking for new scientists...
Tutor Someone in a Skill	Tutoring is a great way to teach others about a topic quickly. Your Sim wants to tutor someone in a skill such as Cooking or Fishing.
Talk About Great Outdoors	Ah, the great outdoors! It's just so great, some Sims just have to talk about it!
Marry a Rich Sim	When love cannot sustain the relationship, perhaps heaps of money can! Your Sim dreams of marrying a rich Sim...hopefully for the right reasons? Your Sim should search the town for the nicest home and fall in love with its owner.
Make Out	Sometimes, it's just time to make your move. Your Sim thinks now is that time.
Find Own Place	Every Sim aspires to home ownership. Nobody likes being cooped up with friends or worse, parents! Your Sim wants to find a place to live. Look up potential homes on the computer!
Ask if Single	The romantic landscape of the town is vast and exciting, but some Sims are off limits. Your Sim wants to ask someone about their partner to see if they're available...or taken!
Prepare a Perfect Meal	It's important to prepare a meal that really gives the palate something worth remembering. Your Sim wants to prepare a Perfect meal. Purchase or grow high quality ingredients and refine your Sim's Cooking skill.
Catch Something without Bait	It takes a fisherman of great skill to catch a fish without the perfect bait to lure them to the hook that spells their doom! Your Sim wants to catch something without using bait.
Join Rock Career Branch	Sims enamored with guitar solos should take the path of Rock. Your Sim has quite the stage presence and may want to pick the Rock branch after being promoted past Music Talent Scout.
Go to the Bookstore	The bookstore is a great place to visit in town. Your Sim wants to visit the bookstore, perhaps to sign up for a class or purchase some new reading material!
Cook Someone's Favorite Meal	Friendly cooks learn to prepare their friends' favorite meals. Your Sim wants to please someone by preparing that Sim's favorite dish.
See Child Be a Genius	Sims that have a great upbringing and work hard in school get the best traits...like being a genius! Your Sim hopes to see a child become a genius.
Buy Something New	If you don't have something, that's why you need it! Your Sim wants to own something new.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

WISHES, CONTINUED

Wish	Requirement
Decorate House With at Least *X* Paintings	Your Sim wants to decorate the house with paintings. A range of great paintings is available in Buy Mode, but Artistic Sims might want an easel to create and display their own artwork.
Propose Going Steady	Your Sim is ready to settle down with an exclusive boyfriend or girlfriend. Perfect the timing and ask the question before your Sim's significant other gets away!
Find Out if a Sim is Rich or Not	Your Sim wants to know about the personal wealth of someone else. Converse with potentially rich neighbors or visit their homes to find out!
Talk About New Job	The contract is glossy and the pay still good; your Sim just wants to talk about the new job with anyone who will listen.
Prepare a Meal Using Fish	Properly prepared fish can taste simply wonderful, assuming the dish is without scales or that fishy taste! Your Sim aspires to prepare a recipe that contains fish. Get the right ingredients and start cooking.
Become Best Friends with Someone	Best Friends always laugh at your jokes and, when needed, will offer a shoulder to cry on. Your Sim dreams of having a Best Friend, but it'll take time and dedication.
Go to the Library	Some Sims can't get enough of the quiet and that dusty book smell! Your Sim wants to visit the library.
Adopt a Girl	Your Sim dreams of adopting a baby girl to bring into the family. Baby girls are a wonderful addition to any family and will surely bring years of joy for your Sim!
Retire	Easy Street is calling with promises of lazy afternoons, sleeping in, and no bosses making demands. Your Sim dreams of retiring and collecting that lovely pension. Give the office a call to make retirement a reality.
Paint a Masterpiece	A painting masterpiece is such a rare, beautiful thing that cannot be taken for granted. Your Sim wants to paint a Masterpiece. A strong Painting skill and luck will bring this about.
See a Concert	The neighborhood enjoys quite a few good concerts from time to time. Your Sim really wants to see a concert at the theatre. Check the theatre on Fridays and Saturdays to see if there is a concert!
Reach the Top Level of a Career	For some, the only acceptable path is straight to the top. Your Sim aims to reach the top of a career. An admirable goal, to be sure! Work hard and do whatever management requests and your Sim will go far!
Go Out on the Town	Some Sims just don't like to stay in one place for too long. Your Sim wants to get away from their home lot for a bit.
Mooch Food	If there's one thing better than food, it's free food! Your Sim wants someone else's food.
Become a Star Chef	Sometimes, merely cooking for friends and family isn't as great as being known as a star! Your Sim hopes to move up to become a Star Chef by working diligently on their culinary skills.
Ask for a Promotion	Your Sim seeks a promotion, because the current title and pay grade just won't cut it! Your Sim should butter up the boss and ask for a promotion.
Weed Plants	Your Sim's garden plants are overgrown with weeds! Your Sim wants to weed the plants before they get sick and die.
Eat a Perfect Quality Meal	Eating wonderful food is just one of the many joys of knowing how to cook. Your Sim yearns to eat a Perfect meal. Obtain high quality ingredients and refine your Sim's Cooking skill.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



WISHES, CONTINUED

Wish	Requirement
Hug Someone Amorously	Sometimes a friendly squeeze isn't enough. Your Sim dreams of hugging someone amorously to set the mood for romance!
Finish Current Book	Your Sim hates leaving a book unfinished and wants to type through to the last page of the current writing project. Your Sim needs to figure out how it will end!
Debate Politics	It can be like walking into a minefield, but your Sim wants to debate politics with another Sim.
Watch the Cooking Channel	Sims can learn about new recipes, cooking tips, and the right home appliances for cooking by watching the Cooking Channel. Your Sim wants to watch the Cooking Channel on TV.
Cuddle	Sims love feeling loved! Whether on a sofa or relaxing in bed, a cosy cuddle will do wonders for a relationship!
Play Guitar for *X* Hours	Let your Sim play a few uninterrupted hours of beautiful or not so beautiful guitar music!
Find Some Seeds	Your Sim wants more seeds to plant and has heard that some can be found in the town. Send your Sim exploring to find some seeds!
Set the Burglar Free	It's true the burglar tried to rob your Sim, but that shouldn't sour the relationship. Your Sim wants to set the burglar free! Hurry – go to the burglar before the police officer heads off to the station.
Visit Theatre	The theatre packs a punch of entertainment for Sims. Your Sim really wants to visit the theatre to see what it offers. Send your Sim to the theatre to check things out!
Reach Level *X* of a Skill	Learning is an exciting pursuit many Sims enjoy. Your Sim wants to improve a skill so they can do more things with the knowledge! Practice the skill and complete opportunities to improve the skill.
Visit the Neighborhood Pool	The town pool is just a splash away from refreshment and fun for your Sims! Your Sim wants to visit the pool. Have your Sim call some friends and meet up at the pool!
Repair Something	It's no use having broken objects in the home! They don't work and they just ruin a tidy house. Your Sim wants to repair a broken household object.
Become More Muscular	Your Sim wants to build strong muscles—time to hit the weights! Of course, change won't come overnight.
Have Someone Else Do My Homework	Why should your Sim do the homework when someone else can do it? Your Sim dreams of letting someone else do the work for a change.
Throw a House Party	Your Sim wants to throw a party at home. Throw a house party using the phone.
See Child Earn an A	Seeing young Sims come home from school with an A on their report cards is a moment for parents to cherish. Your Sim dreams of seeing someone close earn an A. Make sure your Sim's child completes the homework and good grades will follow!
Have Twins!	Two babies…oh my! Your Sim wants to try raising two newborns at once. Surround your Sim with baby things, look into fertility treatment, and hope for a lot of luck!
Play Tag	Proving your speed, agility, and ability to outlast any pursuer is an important challenge of childhood. Your Sim wants to play tag with friends!
Go Swimming	Swimming is always a refreshing, healthy choice of entertainment, whether it's at home or at the public pool. Your Sim wants to go swimming!
Buy a Fishbowl	Hey, fishy fishy fish! Your Sim thinks it's time to get a pet to take care of and give a witty name. Buy a fishbowl out of the Buy Catalog.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

WISHES, CONTINUED

Wish	Requirement
Throw a Wedding Party	Your Sim dreams of throwing a wedding party filled with friends, family, music, and food! Throw a wedding party on the phone.
Fall in Love	Don't hold back on the romantic gestures, your Sim wants to fall in love!
See a Sim Get Strong	Strength for yourself is one thing. Strength for another Sim…now that's strong!
Play a Game with Someone	Games are a great way to pass the time and playfully prove one's dominance over friends and family. Your Sim wants to play a game with someone!
Learn a New Composition	There are so many great songs for guitarists to play. Your Sim wants to learn a new composition. Send your Sim to the bookstore to buy some new sheet music!
Serve a Great Meal	Preparing a solid meal for others brings joy and satisfaction to the best cooks. Your Sim dreams of serving a Great meal for others. Rustle up some high quality ingredients, invite some Sims over, and cook away!
Clean Something	A filthy home makes it difficult for Sims to remain happy. Your Sim would like to clean up the grime and lingering funk with some quick cleaning.
Scrap Current Novel	Every writer has a dud or two in their repertoire. Your Sim shouldn't be too ashamed to scrap a novel in progress and start over on the computer.
Grow a Great Plant	The sight of thriving greenery is so rewarding. Your Sim wants to grow a great plant.
Discover *X* Stars	Enterprising astronomers can eventually discover stars and other celestial bodies by Searching the Galaxy on a telescope. Your Sim wants to discover some stars!
Make an Object Unbreakable	Handy Sims can tinker and upgrade some objects to be unbreakable. The object will never break again! Your Sim wants to upgrade an object to be unbreakable.
Talk to Someone	Sims love to chat with each other to spread the news and share the latest joke. Your Sim wants to have a conversation with someone.
Talk About a Skill	Sims love discussing things that are important and interesting to them. Your Sim wants to talk about skills with other Sims. Strike up a conversation and learn what other Sims like to do!
Potty Train Toddler	Potty training is the best way to avoid any accidents…at least the stinky kind! Your Sim dreams of a day when the toddler is potty trained. Buy a potty chair and have your Sim teach the toddler good bathroom practices!
Prepare an Outstanding Meal	It's important to prepare a meal that's simply delicious. Your Sim wants to prepare an Outstanding meal. Purchase or grow high quality ingredients and refine your Sim's cooking skill.
Make Fun of Sim	It may not be the nicest thing to do, but some Sims just have it coming.
Give Massage	The act of giving a massage is hard work, but your Sim wants to give one as a labor of love or to help cure a backache!
Become Good Friends with Someone	Good Friends happily reside a little above regular Friends, but a bit below Best Friends. Your Sim hopes to soon call a Friend a Good Friend.
Use Charming Introduction	Sims with Charisma skill can do a Charming Introduction to really start a relationship on the right foot. Your Sim wants to use a Charming Introduction on a new Acquaintance!
Become a World-Class Chef	Your Sim dreams of cooking at the very top of the world, at least the culinary world! Earning the title of World-Class Chef in town would really be a dream come true for your Sim.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



WISHES, CONTINUED

Wish	Requirement
Learn a Skill	Your Sim seeks to learn something new to enrich and enlighten! Have your Sim take an interesting class in town to perhaps pick up a new skill!
Cook	Your Sim dreams of doing a little cooking. It's the only activity that results in delightful edibles!
Reach Level *X* of a Career	Your Sim seems ambitious, or at least hopes to earn more Simoleons! A bit of dedication and a steadfast adherence to the direction of management will take aspiring Sims far!
Announce Pregnancy	A new life is growing and friends and family should know about the little bundle of joy! Your Sim dreams of announcing the pregnancy to those most important!
Borrow Ingredients	Your Sim has a hankering to prepare a new dish, but doesn't have the ingredients specified in the recipe! Ask a neighbor to see if you can borrow the ingredients.
Visit the Graveyard	Oooo, spooky! Your Sim has aspirations of visiting the graveyard. It's a bit of daring few have the courage to actually do, but the real question is–will your Sim go at night?
Paint *X* Paintings	Your Sim is convinced that time in front of an easel is time well spent. Your Sim wants to paint a number of paintings.
See a Fiery Ghost	Fire is a fascinating extension of nature, both in this life and the afterlife. Your Sim wants to see the ghost of someone who died by fire.
Prepare a Meal	Your Sim has a hankering to cook something and wants to start preparing it right away. Get the right ingredients from the supermarket and start cooking!
Compliment Someone's Cooking	Someone around is a great cook, and your Sim wants to talk about it!
Put a Fish in Fish Bowl	Sims like to catch fish and put them in a fish bowl to cherish forever... assuming the fish is fed. Your Sim wants to catch a fish and put it in a fish bowl.
Clean the Dishes	The dishes are piling up, which is a problem for Sims that hope to use them for upcoming meals. Your Sim wants to clean the dirty dishes.
Tell Flirtatious Joke	Sometimes humor is the best way to make your move. Your Sim thinks the flirtatious joke is the best way to go.
Flirt	Some eyelash batting, a slight brush of the hand...not all Sims are flirty but your Sim has the desire to Flirt with someone!
Question Someone	Your Sim needs answers, and someone has the info. After questioning someone, you can write a report about them.
Change Jobs	There are always greener pastures, right? Your Sim dreams of a fresh start with new employers. It's time to change jobs!
Fertilize Plant with Fresh Caught Fish	Good gardeners fertilize plants with the best nature has to offer. Your Sim wants to fertilize a plant with some freshly caught fish.
Ask Someone to Leave	Some guests tend to wear out their welcome. Your Sim would really like to ask unwanted guests exit the premises, immediately!
Visit Someone's Home	Your Sim wants to pay a visit to a friend at home. Ring the bell at the Sim's home to pay a visit!
Donate §*X* to Charity	You can't take it with you, so you might as well try to do some good with it! Your Sim wants to mail a check to help out a charity.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



WISHES, CONTINUED

Wish	Requirement
Have *X* Simultaneous Romances	Plate spinning is hard enough, and those are just plates! Your Sim wants to top that by dating multiple Sims at once. Oh, the peril!
Win a Game	Your Sim needs the boost that only being a winner can provide. Find someone for your Sim to play a game against and hope for the best…or a little luck.
Be Invited to a Party by Someone	It's time for a party…or so your Sim hopes. Your Sim wants to be invited to a party by a neighbor, so make friends with someone nearby and wait for their invitation!
Buy Something on Sale	Who can resist a good deal? Look out for sales at the bookstore or supermarket and have your Sim buy something even if they don't need it.
Catch a Great Fish	The highest quality fish are caught by the best fishermen, and only if they continue casting until quality is caught. Your Sim wants to catch a Great fish.
See Child Become a Professional Athlete	Professional Athletes are the stars of the town, both on and off the field. They earn huge paychecks and always have a winning spirit, which is why your Sim dreams of seeing someone close become at least a level 5 Rookie in the Professional Sports career! The stadium is always looking for potential all-stars…
Mock a Sim	It's not the nicest thing to do, but sometimes it just makes you feel better about yourself.
See Someone Become a Criminal Mastermind	Living the life of evil and nefarious deeds promises riches and power to those who make it to the top. Your Sim dreams of seeing someone get to level 9 of the Criminal career. The criminal warehouse is always looking for new recruits…
Skip Work	Long hours and poor pay will push anyone toward some off time. Your Sim dreams of a little rest and relaxation by skipping work. When the time comes to leave…just don't go!
Get Married	Marriage is a life-defining moment that only comes after courtship and a healthy romance. Your Sim dreams of tying the knot with a soul mate.
Hire a Maid	The house is messy and could use a little…attention. Your Sim really wants to hire a maid to help out around the home. Send your Sim to the phone and sign up for the maid's service!
Use an Object	What's the point of having things if they aren't used? Give it a spin!
Wash Hands *X* Times	Cleanliness improves hygiene, state of mind, and other Sims' opinion of your Sim. Your Sim wants to do some hand washing at a sink.
Earn *X* Simoleons Through Gigs	It's not easy living off your guitar. Get on the phone and call around for gigs at private parties or restaurants. Making cash will be easy when this Sim becomes a Rock Star.
Grow an Outstanding Plant	The sight of thriving greenery is so rewarding. Your Sim wants to grow an outstanding plant.
Leap Into Someone's Arms	How romantic! Your Sim wants to leap into another Sim's arms. Careful, there!
Throw a Great Party	Your Sim dreams of throwing a great party. Invite some close friends to the party, serve lots of refreshments, and keep the party jumpin'!
Serve Home Cooked Meal at a Party	Your Sim has the culinary chops to really wow the guests at a party. Your Sim wants to throw a party that's catered with home cooked food! Pick a fantastic recipe, buy the ingredients, then serve enough food for the guests.
Go to the Day Spa	Spend some time at the day spa for a completely pampered experience.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



WISHES, CONTINUED

Wish	Requirement
Go Fishing Before 6 AM	The early bird catches the worm, or in this case, the early Sim brings in the big fish. Your Sim wants to wake up extra early to fish out of the calm, pre-dawn waters.
Learn All Recipes	Culinary masters know of a recipe for every occasion and gastronomic desire. Your Sim dreams of learning all recipes. Master your Sim's Cooking skill and purchase all recipes from the bookstore!
See Teen Graduate	Your Sim can't wait for someone to graduate from school. Life post-graduation is full of excitement and new adventures! Graduation comes to all Sims eventually, it just takes time and dedication.
Read a Skill Book	Learning new things opens the doorway for a variety of activities. Your Sim dreams of learning more about a skill. Send your Sim to the bookstore to buy a book on the topic!
Win *X* Games	Winning isn't everything, but it's hot on the mind of your Sim at the moment. Your Sim wants to win at some games like videogames or chess.
Propose to Someone to Spend the Night	Inviting someone to spend the night is a big step in taking the relationship to the next level! Your Sim wants to ask someone to spend the night, and get to know them a little better.
Grow Perfect Plant	Your Sim is eager to grow the very best produce. Plant some seeds, fertilize, weed, and water them and hope your Sim's skill is enough to grow perfection.
Be Worth More than §*X*	Financial security for some means a nice house and expensive furniture, as well as some funds in the bank. Your Sim's net worth is the household's cash plus the value of their lot.
Declare Someone a Nemesis	Relations have broken down and the only recourse is to declare the foe a nemesis. Your Sim thinks this is what it takes to come out on top!
Breakup with Someone	Things aren't going so well with the current relationship and your Sim thinks it might be time to call things off. Perhaps the two lovers can still be friends?
Upgrade *X* Objects	Household items can be upgraded by handy Sims to have new functionality and "improvements." Your Sim wants to upgrade several objects around the house.
Paint Something Brilliant	Brilliant paintings, though not quite Masterpieces, are still awe-inspiring displays of creativity. Your Sim wants to paint something Brilliant.
Discover a Star	Enterprising astronomers can eventually discover stars and other celestial bodies by Searching the Galaxy on a telescope. Your Sim wants to discover a star!
Serve an Outstanding Meal	Preparing a solid meal for others brings joy and satisfaction to the best cooks. Your Sim dreams of serving an Outstanding meal for others. Obtain high quality ingredients and refine your Sim's cooking skill, then invite some Sims over and cook.
See a Ghost	The dead still exist...in a sense. Your Sim wants to see a ghost–how daring! Visit the graveyard at night or hang around the gravestones of deceased family members.
See Someone Have a Child	Becoming a parent is a life changing event for any Sim. Your Sim wants a close friend to have a child to raise and love.
Catch a Perfect Fish	The highest quality fish are caught by the best fishermen, and only if they continue casting until quality is caught. Your Sim wants to catch a Perfect fish.
Have *X* Enemies	Friends are overrated to some mean Sims. Your Sim is ready to argue, fight, and insult to get some enemies!
See a Sim Get Married	You know a Sim is all grown up when they form their own family. Your Sim wants to see another Sim get married.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



WISHES, CONTINUED

Wish	Requirement
Learn *X* More Traits for a Sim	Meets and greets often reveal interesting tidbits about other Sims. Your Sim desires to learn more of someone's traits to better know them.
Start a Painting	Your Sim has a vision that just might make a fantastic painting. Set aside some time to break out the brush and canvas and begin a new painting.
Buy Something	Your Sim wants to buy something that'll really improve the house. Look in the Buy Catalog, but use the Family's Funds wisely!
Make the Bed	An unmade bed is the first step to a messy home. First it's an unmade bed, then it's a filthy bathroom! Your Sim wants to make the bed to tidy up.
Grow *X* Fruits or Vegetables	The time to grow fresh produce is now! Your Sim is eager to begin planting. Plant and care for several seeds until they reach maturity. Good luck with the harvest!
Befriend the Boss	Your Sim dreams of fast promotions and a corner office, so it's smart to build a relationship with the big cheese. Meet the boss after work for dinner, or just hang out together!
Go Steady with Someone	Your Sim is ready to settle down with an exclusive boyfriend or girlfriend. Perfect the timing and ask the question before your Sim's significant other gets away!
Talk About Self	Every Sim has a favorite subject, and your Sim wants to tell someone all about it!
Buy Something to Plant	Plantable foodstuffs can be purchased in the supermarket to plant at home. Your Sim hopes to buy something to plant in the garden.
Mooch a Lot of Simoleons	Your Sim wants to "borrow" some money to use for...something. Ask a friend if it's okay to mooch a lot of money.
Catch an Outstanding Fish	The highest quality fish are caught by the best fishermen, and only after many attempts. Your Sim wants to catch an Outstanding fish.
Skip School	There are days when school just doesn't appeal...at all. Your Sim wants to play hooky and skip school. When the bus comes around to pick up your Sim, don't get on!
Buy a Book	Reading is one of the most relaxing ways to entertain Sims. Your Sim wants to buy a book. Send your Sim to the bookstore to find a real page turner!
Give Friendly Introduction	Your Sim wants to give another Sim a warm welcome.
Buy a New Recipe	Your Sim knows enough about the culinary arts to prepare a new recipe. Send your Sim to the bookstore to see what delightful recipes can be purchased!
Insult Someone	Ooh, feel the burn! Your Sim really wants to hit someone where it hurts.
Have First Romance	Taking a relationship up the romantic ladder is rewarding, adventurous, and good for the soul. Your Sim dreams of a special first romance that will never be forgotten! Flirt, hold hands, and plant the smooch at the perfect moment!
Eat Stu Surprise	Stu Surprise is an icky dish that contains so many flavors that it becomes palatable. Your Sim wants to eat Stu Surprise made with watermelon and blowfish.
Write an Autobiography	After writing a few biographies, your Sim wants to take a pass at writing an Autobiography. Your Sim should think back on personal history and write something truly spectacular.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

WISHES, CONTINUED

Wish	Requirement
Become an Uncle	The role of the uncle is to spoil you and teach you some crucial life skills that your parents would never want you to learn. Your Sim dreams of becoming an uncle one day, which will happen if the eventual parents have aspirations of parenthood!
Go to School	Your Sim wants to go to school to learn and meet new friends. Let your Sim jump onto the bus when it arrives, then off to school it is!
See a Play	Comedies, dramas, and musicals, all on stage. Your Sim wants to see a play. Check the theatre on weekends to see if there is a play showing!
Paint *X* Masterpieces	Masterpieces are rare samples of pure creative genius. Your Sim dreams of painting multiple Masterpieces, but it'll take dedication, a mastery of the skill, and a lot of luck.
Earn *X* Simoleons in Tips	Guitarists can earn a little spare change from tips, assuming they are skilled with an acoustic guitar. Your Sim wants to earn some Simoleons in tips.
Throw *X* Great Parties	Your Sim likes to throw a great parties, but it's time to step it up. Your Sim wants to throw a number of great parties. Get on the phone to get the party started!
See Child Become a Doctor	Doctors are wonderful members of the community who give back with every cut of their scalpel. Your Sim dreams of seeing someone close put on the white coat of a level 5 Resident doctor one day. The hospital is always looking for talented medical professionals…
Win *X* Ranked Chess Matches in a Row	The professional chess circuit is not for the faint of heart. Your Sim hopes to win a string of bold victories on the circuit. Can your Sim survive the march of the pawns?
Bore Someone to Death	Your Sim wants to bore someone to death with nonsensical rambling. Find a victim for your Sim and bore them to death. Don't worry, they won't really die!
Become an Aunt	The role of the aunt is to spoil and tell embarassing stories the parents don't want their child to hear. Your Sim dreams of becoming an aunt one day, which will happen if the eventual parents have aspirations of parenthood!
Catch *X* Kilograms of Fish	The best commercial fishermen judge their catches by the weight of fish brought in. Your Sim wants to be measured against the best by catching a heavy load of fish.
Play Outside	The outdoors are beckoning your Sim to leave the indoors behind and enjoy the great outdoors. Your Sim wants to have fun in the sun!
Boast About Party	Great parties should be discussed at length the following day. Your Sim worked hard throwing a great bash and wants to brag a little!
Propose to Move In with Someone	Moving in with someone is a big deal that shouldn't be taken lightly. Can a relationship survive the move? Your Sim hopes to move in with someone.
Cook Something with Perfect Ingredients	A well made meal is tasty, but it's even better when prepared with perfect ingredients. Your Sim dreams of eating something made with perfect ingredients.
Sell Something	Simoleons can be earned in a variety of ways. Send your Sim to the store to sell some of the stuff your Sim is carrying, or delete household items in Buy Mode.
See a Symphony	The symphony is so romantic and wonderful, a buffet of sound for a Sim's ears. Your Sim dreams of seeing a symphony. Check the theatre on weekends to see if there is a symphony!
Quit Job	When it's time to move on, it's time to move on. Your Sim hopes to give notice and quit the current job. Simply quit at the work place, or tell the boss face to face!

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

WISHES, CONTINUED

Wish	Requirement
Have Sleepover	Your Sim hopes to have a super fun sleepover with friends soon. Late night movies and snacks plus mischief are good times for all! Use the phone to invite the Sim over.
Argue	Blood is boiling and it's time to vent. Your Sim desires an argument, so pick a victim and give them a tongue lashing!
Cook Something	Your Sim thinks a home cooked meal sounds absolutely delicious. Buy the ingredients and prepare something!
Scare Someone	Sims tend to get jumpy when it's dark outside or mischievous individuals are wandering about. Your Sim wants to sneak up on someone and Scare them.
Accuse Someone of Cheating	A lack of faithfulness can rupture any relationship. Your Sim desires the truth more than anything and thinks a face-to-face accusation is the only way to fix things.
Play with Baby	Little gurgling babies are so cute! They're just begging to be played with! Your Sim wants to play with a baby.
Ask for Recipe	Exciting new recipes can be learned from a multitude of sources…your neighbors for one! Your Sim wants to ask a neighbor for a recipe to see what they have to offer.
Return Stolen Object	Kleptomaniacs cannot control their urges. Your Sim wants to make amends and return the stolen object to its rightful owner. Stolen objects can be returned in person or through the mail.
Go Fishing	Local bodies of water are beckoning to your Sim. The fish are biting, your Sim just knows it! Pick a nice fishing spot and cast away!
Kiss *X* Sims	The joys of a good smooch shouldn't be overlooked! Your Sim wants to kiss, or be kissed.
Have First Child	Becoming a parent is a life changing event for any Sim. Your Sim dreams of starting a family with someone. It's a noble endeavor that promises a lifetime of experiences!
Become Old Friends with Someone	Old Friends have sustained a friendship for a long, long time. Your Sim wants to have an Old Friend, so put in the time with a Friend and grow old together.
Be in a Steady Relationship	Your Sim is ready to settle down with an exclusive boyfriend or girlfriend. Pick the right time and place, but ask the question before your Sim's significant other gets away!
Uncover Conspiracy	Conspiracies are everywhere if you look hard enough or are just crazy enough to find them. Your Sim wants to uncover a conspiracy by looking in books, watching TV, or going straight to City Hall for clues!
Paint	There's something satisfyingly soothing about painting on the easel. Your Sim wants to do a little painting.
Sneak Out After Curfew	Your Sim wants to sneak out after curfew for a little excitement. Parents don't need to know! Sneak outside into town, but avoid parents and cops!
Hire a Baby-sitter	Parents need a break from the little ones every now and then. Get on the phone and call for the services of a Baby-sitter for a day or…every day!
Have a Child	Children make families, and your Sim wants a bigger family. Add a child to your family through adoption or pregnancy right away!
Throw a Formal Party	It's time for everyone to put on their suits and fancy duds! Your Sim wants to throw a formal party. Throw a formal party using the phone.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



WISHES, CONTINUED

Wish	Requirement
Buy Something	Your Sim thinks it's time to spice up the house with just a touch with something new. Your Sim really thinks it'll liven up the house!
Write a Novel	Your Sim's creativity needs an outlet! Writing a novel on the computer should help.
Read *X* Books Total	Your Sim seeks to read an entire library's worth of books! It will take time and several trips to the library or bookstore, but your Sim wants to read away!
Brag About Being a Doctor	Doctors are simply awesome. The power of life and death is in their hands, plus they wear scrubs! Your Sim wants to brag about the MD inscribed on the business card.
Eat at a Restaurant	There are times when Sims don't want to cook at home, especially when there are fine dining establishments in town. Your Sim wants to eat at a restaurant!
Lecture Teen	Teens tend to be rebellious. They stay out late, ignore their parents, and act unruly. Your Sim wants to lecture a teen to set them straight!
Grow Bait for Fish	Some fish begin biting when the right bait is dangling from the hook. Grow some bait to use while fishing to improve your Sim's chances of catching the big one!
Procure a Portrait of Self	Many desire to see themselves painted gloriously, framed, and hung on a wall! Have another Sim paint a portrait of your Sim!
Get a Part-Time Job	Sims who need more free time should obtain a part-time job. Your Sim wants to get a part-time job at a business like the supermarket or bookstore.
Catch Something with Live Bait	Your Sim wants to experiment with live bait to catch something. Pick the correct bait, make sure it's still wriggling, and cast away.
Join Evil Career Branch	Scum and villainy lie in the future for Sims bent on world domination. Your Sim thinks specializing in Evil is the right side of life. Your Sim can make the choice for evil after being promoted past Con Artist.
Buy a New Car	True freedom is experienced behind the wheel of a new car. Your Sim wants to buy a new car to get around town faster and in style!
Harvest a Wild Plant	Gardeners with a sharp eye and eager hands can take advantage of public produce just waiting to be plucked. Your Sim wants to harvest wild fruits and vegetables found in the town.
Get Pumped	Good athletes are pumped after a long workout. Your Sim wants to work out long enough to get that adrenaline-fueled feeling.
Beg for Job Back	The job was lost, but there's no use mulling over past mistakes. Your Sim really wants the job back! Get your Sim's old boss in a good mood and start begging!
Kiss Someone for the First Time	Romance is in the air! Your Sim wants to have that first special kiss with someone.
Have First Kiss	A first kiss is something so wondrous, so pure, but it can only be enjoyed once. Your Sim dreams of the perfect first kiss, but with whom?
Admire Someone	Sims like to recognize their friends and family with respect and admiration. Your Sim wants to pay some respect with a little verbal admiration.
Copy Homework	It's easy to finish the homework if it is just copied from another Sim! Your Sim wants to find another Sim's homework to copy. Be careful–your Sim might get caught!

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



WISHES, CONTINUED

Wish	Requirement
Prepare a Great Meal	It's important to prepare a meal that really zings! Your Sim wants to prepare a Great meal. Purchase high quality ingredients and refine your Sim's cooking skill.
Have a Funeral	Sims gather together to say goodbye and mourn the passing of a Sim. Your Sim wants to call their friends on the phone and invite them to a funeral.
Catch an Excellent Fish	The highest quality fish are caught by the best fishermen, and only if they continue casting until quality is caught. Your Sim wants to catch an Excellent fish.
Find a Rock	Valuable meteorites, gems, and metals can be found throughout the town, but only if your Sim has sharp eyes! Your Sim wants to find a rock, so look in every nook and crevice.
Invite a Sim to a Party	It's party time, and your Sim wants to get social! Invite that special Sim to party!
Get Married at a Wedding Party	Marriage is a defining moment in a Sim's life. Your Sim dreams of tying the knot at a wedding party filled with friends, family, music, and food! Throw a wedding party on the phone.
Have *X* Garden Plants	Feeling blue? Feeling green is better! Your Sim wants to plant a few things in the garden.
Serve a Perfect Meal	Preparing a solid meal for others brings joy and satisfaction to the best cooks. Your Sim dreams of serving a Perfect meal for others. Obtain high quality ingredients, perfect your Sim's Cooking skill, then invite some Sims over and cook away!
Become a Grandparent	Little ones are double the fun when your only role is to spoil and love them! Your Sim dreams of becoming a grandparent. Hopefully, the parents have dreams of parenthood!
Catch *X* New Types of Fish	There are only so many fish species in the water, but your Sim hopes to catch a large number of them. Catch several new types of fish to satisfy your Sim.
Upgrade Something	Things can always work just a teeny bit better. Your Sim wants to upgrade something.
Ask Someone to Behave	A Sim's home is a sacred place that should be respected by visitors. Your Sim wants to put a stop to the nonsense by asking neighbors to behave while visiting!
Get a Specific Object	If you don't have something, that's why you need it! Your Sim wants to own something new.
Earn Some Money	Your Sim wants to earn a little money, maybe to save, maybe to spend! Have your Sim go to work, or even have them sell something at a store.
Join Symphonic Career Branch	The conductor's baton must be wielded with cunning and precision! Your Sim wants to join the Symphonic branch and can do this after being promoted past Music Talent Scout.
Call Repair Technician	Broken things around the house have a way of staying broken...unless they get fixed. Your Sim really wants to call a Repair Technician to get things back to normal. Send your Sim to the phone to schedule the Repair Technician's service!
Catch Something	Your Sim wants to go fishing, and more importantly, catch something.
Make an Enemy	It's an all-out war! Don't hold anything back, your Sim wants to make an enemy!
Stay Out After Curfew	It doesn't matter that it's past curfew, your Sim wants to stay out! Parents don't need to know, but make sure your Sim avoids the cops!
Eat Sushi and Hot Dogs	Cravings cannot be explained, so there's no point looking for an explanation. Your Sim dreams of eating sushi...and hot dogs.
Talk About Celestial Object	Your Sim discovered an astronomical phenomena and wants to discuss it with others. Find a friendly ear and Talk About Celestial Objects!

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



WISHES, CONTINUED

Wish	Requirement
Have Sleepover	Your Sim hopes to have a super fun sleepover with friends soon. Late night movies and snacks plus mischief are good times for all! Use the phone to invite the Sim over.
Learn a New Recipe	The pursuit of knowledge often leads to a satisfied stomach when you're a cook. Your Sim wants to learn a new recipe to expand their menu.
Boast About Culinary Prowess	Your Sim is quite the chef and wants everyone to know. Go on, boast a little bit to friends!
Mourn a Sim	The loss of someone dear is never easy. Your Sim wants to Mourn at the tombstone or urn.
Fertilize Plants	Fertilized plants tend to produce higher quality fruits and vegetables for harvest. Your Sim thinks it's a good idea to fertilize the plants in the garden using fish, fruits, or vegetables.
Have a Child with Someone	Becoming a parent is a life changing event for any Sim. Your Sim dreams of starting a family with someone. It's a noble endeavor that promises a lifetime of experiences!
Get a Massage	Your Sim wants some pampering. Whether it's from another Sim or the spa in town, it's sure to put them in a good mood!
Stop Being Friends with Someone	The friendship just isn't working out and it may be best for all parties to just go separate ways. Your Sim wants to stop being friends with someone. Be mean...or just let the relationship die from neglect.
Order Pizza	Pizza is delicious and your Sim wants to enjoy the warm delights of a freshly delivered pizza. Send your Sim to the phone to order a pizza!
Teach Toddler to Talk	Cute gurgles and gibberish can soon be replaced by whole, grammatically correct sentences! Your Sim wants to teach a toddler to talk to move past the "goo goo" and "gaa gaa."
Get on the Honor Roll	Persistently earning good grades could land your Sim on the Honor Roll. Your Sim dreams of joining the ranks of the best students in school. Dedication is the key!
Chat with Someone	Sometimes it's nice just to talk and listen. Your Sim wants to find someone for a nice chat.
Have a Girl	Becoming a parent is a life changing event for any Sim. Your Sim dreams of having a baby girl. It's a great adventure that promises a lifetime of experiences!
Have a Boy	Becoming a parent is a life changing event for any Sim. Your Sim dreams of having a baby boy. It's a great adventure that promises a lifetime of experiences!
Throw *X* Parties	Your Sim wants to get down and have a few parties with friends. Get on the phone to invite people to the party!
Eat Cobbler with Fruit	Fresh cobbler is delicious, like happiness baked in a crust of sugar and glee. Your Sim wants to eat cobbler paired with just the right fruit. Yummy!
Have *X* Total Children	For family focused Sims, the joys that pitter and patter about on two legs make all the struggle and hardship of parenthood worthwhile. A house full of children can mean a tight budget, little personal time, and few luxuries, but there's always somebody to play with or something new to teach.
Talk About Exercise	Even fit Sims can't exercise all the time...unless they exercise their mouths!
Ask Someone to Clean Home	Your Sim's home is an absolute mess! Your Sim wants to ask others to clean up to eliminate that smell!
Have *X* Friends	The world becomes a much more friendly and interesting place with Sims you can call friends. Your Sim dreams of having lots of friends.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

WISHES, CONTINUED

Wish	Requirement
Ask About Career	Learning about your neighbors is a great way to build community. Your Sim wants to ask someone what they do for a living.
Buy a Treadmill	The cruel taskmaster that is the treadmill is beckoning your Sim. The best cardio workout money can buy is available for purchase in the Buy Catalog.
Tutor Someone	Tutored Sims tend to earn higher grades in school and lead successful lives. Your Sim wants to tutor someone. Meet up with the Sim that needs tutoring and get to it!
Kiss Someone	Romance is in the air, and your Sim wants some. Pucker up!
Just Be Friends with a Sim	Friendships that blossom into something more are great…but sometimes it's best to keep things casual.
Throw a Birthday Party	Someone's birthday is coming up, and your Sim wants to help celebrate! Throw a birthday party using the phone.
Earn an A in School	Hard work and dedication in school will get Sims far. Your Sim desires an A grade to proudly display for all. Make sure your Sim always gets to school in a good mood and finishes all of the homework and that A will come!
Brush Teeth *X* Times	Minty fresh breath is a blessing for those around your Sim. Your Sim wants to brush the chompers at the sink.
Read a Pregnancy Book	The bookstore sells several informative books for expecting parents. Your Sim wants to read one of the pregnancy books available, so that when the time comes, everyone is ready!
Tell Sim You Named a Star After Them	Some Sims appreciate gifts that aren't tangible. Your Sim wants to tell someone about the star named after them.
Have a Child	Becoming a parent is a life changing event for any Sim. Your Sim dreams of parenthood and starting a family with someone else. It's a noble adventure that promises a lifetime of experiences!
Snuggle Baby or Toddler	Babies and toddlers require so much attention in their formative years. Your Sim wants to snuggle a little one to give them lots of love.
Eat at a Restaurant	Home cooked meals are delicious, but it's enjoyable to dine out on the town from time to time. Your Sim wants to get dinner at a restaurant. Send your Sim into town for a fine meal that won't be forgotten!
Earn *X* Simoleons	Simoleons pave the way for nice things and a comfortable lifestyle. Your Sim dreams of earning some Simoleons–quite ambitious.
Grow Something	The best produce is in season and your Sim is eager to begin planting. Plant some seeds, watch them grow, and enjoy the harvest!
WooHoo with Someone	Your Sim hopes to take the relationship with someone to the next level with a WooHoo.
Have More than *X* Simoleons	Money money money! It doesn't make the world go around, but it can make life easier at times. Your Sim wants to have a pile of Simoleons. Time to get to work!
Eat Ice Cream and Spaghetti	Cravings cannot be explained, so there's no point looking for an explanation. Your Sim dreams of eating ice cream and spaghetti.
Chat with Toddler	Goo goo, ga ga! Toddlers aren't the best conversationalists, but talking to them can be rewarding in its own way.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



WISHES, CONTINUED

Wish	Requirement
Play Video/Computer Games	For some Sims, reading a book is fun and relaxing. For others, it's sinking a few hours into PallyQuest Online!
Be a Winner, for Once!	Losers rarely win at anything. Life's not fair! Your Sim wants to win at a game just this once. Perhaps your Sim can find another loser?
Work Out for *X* Hours	Your Sim wants to spend a few hours working out. Purchase some exercise equipment, go for a jog, or work out in front of the TV.
Invite Someone to Movies	You don't talk during a movie, but it's still a strangely social experience. Your Sim wants to invite another Sim to the movies.
Give Friendly Hug	Sometimes a hug is the best way to show that you care.
Eat Something at the Park	Park picnics are fun for the whole family, or even alone. Your Sim wants to prepare a meal to take to the park for consumption.
Buy an Object Worth at Least §*X*	The home always looks best with nice things. Your Sim specifically wants to improve the house with something expensive. Start shopping!
Serenade Someone with Guitar	One of the best reasons to learn the guitar is the romantic advantages it provides. Your Sim wants to woo someone with a guitar serenade.
Spend *X* Simoleons	What's the fun in earning money if you can't spend it? Your Sim wants to spend some Simoleons. Doesn't sound too hard!
Resurrect a Sim	Parting permanently with loved ones is too much for some Sims to bear! Your Sim wants to resurrect someone. Preparing a dish of Ambrosia should do the trick...
Write a Romance Novel	Ah, love! To capture the greatest emotion on paper is no easy task. Your Sim wants to write a romance novel on the computer.
Buy Something New	Your Sim thinks it's time to spice up the house with just a touch with something new. It'll liven up the house!
Buy Something Worth at Least *X* Simoleons	The most valuable objects are the best, and your Sim wants something pricey!
Talk to Self	Insanity has its perks, like the ability to carry on a conversation entirely with yourself. Your Sim wants to have a self-chat.
Kiss Someone	Romance is in the air, and your Sim wants some. Pucker up!
Steal Candy from a Baby	Evil Sims love taking what's not theirs, especially when the victim can do nothing but cry. Your Sim wants to steal candy from a baby.
Go Out on the Town	Some Sims just don't like to stay in one place for too long. Your Sim wants to visit some other place in town.
Apologize	Harsh words were exchanged and maybe a few punches, but that shouldn't end a friendship forever. Your Sim wants to apologize and repair the relationship!
Ask a Sim About Their Day	Sharing is caring! Your Sim wants to ask another Sim about their day.
See Child Get on Honor Roll	The Honor Roll is a big deal for parents that want to see their children succeed in life. Your Sim hopes to see a child get on the Honor Roll. Children that focus on homework and work hard in school tend to end up on the coveted Honor Roll.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

WISHES, CONTINUED

Wish	Requirement
See a Sim Become Evil	If there's one thing more evil than evil itself, it's seeing another Sim turn to Evil. Bwah hah hah hah ha!
Have Father Read a Pregnancy Book	The bookstore sells several informative books for expecting parents. Your Sim wants the baby's father to read one of the pregnancy books available, so that when the time comes, everyone is ready!
Play Guitar at a Party	Want to be the life of the party? Put a guitar in your inventory, head to a party, and start jamming! You can host your own party too.
Buy Something Worth At Least §*X*	The home always looks best with nice things. Your Sim specifically wants to improve the house with something expensive. Start shopping!
Call Off Wedding	Perhaps getting married wasn't the best idea. It might be better for all parties, or at least your Sim, if the wedding is called off! Your Sim should have a heart-to-heart chat with the other Sim involved.
Improve a Skill	Learning is an exciting pursuit many Sims enjoy. Your Sim wants to improve a skill so they can do more things with the knowledge! Practice the skill until your Sim gains a level.
Get Pregnant	When two Sims dream of starting a family they make the ultimate plunge and Try for a Baby! Your Sim dreams of becoming pregnant! Hopefully her partner shares the sentiments.
Repair Something	Broken objects are of no practical use and can be dangerous! Your Sim wants to repair a broken household item to return it to normal.
Toddler Toss in Air	Airborne babies may not be the best idea in the world but they seem to enjoy it! Your Sim wants to toss a toddler in the air!
Eat a Great Quality Meal	Eating wonderful food is just one of the many joys of knowing how to cook. Your Sim yearns to eat a Great meal, something prepared just right with quality ingredients.
Mooch §*X*	Nothing's better than getting money that you didn't have to earn yourself. And, in a certain way, mooching IS work.
Learn a Recipe Containing Fish	Recipes that contain fish swim well with a Sim's stomach. Your Sim wants to learn to prepare a recipe that contains fish as an ingredient. Send your Sim to the bookstore to see what recipes are available!
Criticize Family	It may be rude, but some families have it coming!
Go to the Supermarket	The supermarket stocks everything Sims need to prepare a delicious meal, as well as a few fun household items. Your Sim wants to visit the store to see what there is to see.
Catch a New Type of Fish	The first fish caught is always the one best remembered. There's nothing like hooking a new species! Your Sim wants to catch the first of a certain type of fish.
Serve a Perfect Meal	Perfection is something rarely obtained, but often sought. Your Sim dreams of serving a Perfect home cooked meal. Obtain really high quality ingredients, refine your Sim's Cooking skill, and give it a shot!
Take Out the Trash	The trashcan has filled up and it's time to take the garbage out to the curb! Your Sim wants to empty the trashcan.
Hang Out with Someone	Your Sim wants to spend some quality time with a friend or loved one. Track that Sim down, or use the phone to arrange a meeting.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



WISHES, CONTINUED

Wish	Requirement
WooHoo with Someone	WooHoo is a lot of fun! Your Sim wants to WooHoo with someone special.
Join Forensic Analyst Career Branch	Forensic Analysts love evidence gathering and lab coats. Your Sim thinks this may be the right path and should look forward to making the choice after being promoted past Lieutenant.
Play Guitar in the Park	Everyone loves a performance in the park. Just put a guitar in your inventory, find a good spot, and start strumming!
Garden	Toiling underneath blue skies with fingers deep into the dirt is satisfying for gardeners. Your Sim hopes to do a little gardening for agricultural excitement.
Mooch Food	Your Sim is hungry…or not, and wants to mooch a little food from a friend. Ask a friend to mooch some food.
Do Homework	Completing homework daily is the key to good grades. Your Sim hopes to make the honor roll and wants to finish the assigned homework.
Watch a Movie	The best movies are always showing at the theatre. Your Sim hopes to catch a flick soon. Check the theatre to see if there is a movie showing. Don't forget weekend matinees!
Write *X* Best-Sellers	Best-selling books are the best way to earn huge royalty checks. Highly skilled writers that know the ins and outs of a genre tend to write the most best-sellers.
Work on Book	Your Sim hates to leave the keyboard idle for long. Your Sim wants sit down at the keyboard to put a few more pages in ink.
Have *X* More Children	Big families are full of love, though there's always a stampede of hungry Sims at dinner. Your Sim dreams of having a number of children.
Paint a Portrait of a Sim	Sims make such excellent artistic subjects. Your Sim wants to paint a portrait of someone.
Retire	Easy Street is calling with promises of lazy afternoons, sleeping in, and no bosses making demands. Your Sim dreams of retiring and collecting that lovely pension. Give the office a call to make retirement a reality.
Invite Sim to Restaurant	Sharing a meal can be an intimate experience. Your Sim would like to invite another Sim to a restaurant.
Get Attention from Mom	It's okay to crave attention from time to time, because that nourishment helps little Sims grow up to be great! Your Sim desires a little attention from Mom. See if she wants to play or chat!
Learn a New Recipe	The pursuit of knowledge often leads to a satisfied stomach when you're a cook. Your Sim wants to learn a new recipe to expand their personal menu.
Work on Homework with Someone	Homework can be daunting and not fun at all. Your Sim hopes to work on the homework with someone else, because learning together is always more enjoyable. Make sure someone that can help is around and do the homework together.
Insult Home	Not everyone can keep up with the Goths! Your Sim is seeing green, feeling mean, and wants to insult some neighbor's home.
Grow Something	The best produce is in season and your Sim is eager to begin planting. Plant some seeds, watch them grow, and enjoy the harvest!
Tickle Toddler	What better way to make the little one shriek than a good tickle? Your Sim is feeling playful and wants to tickle a toddler!

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



WISHES, CONTINUED

Wish	Requirement
Buy an Easel	Every blank canvas has the potential to become a masterpiece by your Sims. Your Sim wants to buy an easel to see what visions can be brought to life with paint.
Clean Something	It's satisfying to scrub something...anything to clean up the house a little bit! Your Sim wants to clean up!
Write a Science Fiction Novel	Aliens alone aren't enough to make a good science fiction novel. The lasers must singe the reader as a new galaxy is brought to life. Your Sim wants to write a science fiction novel.
Have a Deep Conversation	Sometimes a casual chat isn't enough. You need a deep conversation to really express your feelings.
Write *X* Novels	Your Sim wants to be known and respected as a prolific writer. Your Sim wants to write novels... better get busy behind the keyboard!
Sell Something	Simoleons can be earned in a variety of ways. Send your Sim to the store to sell some of the stuff your Sim is carrying, or delete household items in Buy Mode.
Catch an Insect	The town is full of all sorts of creepy crawlies to catch! Your Sim wants to find a butterfly or beetle to call their own. Look around to start a bug collection.
Catch a Record Size Fish	Your Sim wants to beat a personal best and catch a record size fish. Check the Skill Journal to see what your Sim is up against and start casting!
Tell Intriguing News Story	Only the best journalists can tell a tale that keeps the listener in rapt attention. Your Sim wants to tell someone an intriguing news story.
Have a Great Birthday Party	Great birthday parties include friends, great food, and several slices of cake! Your Sim hopes to have a great birthday party!
Buy Something with a Coupon	Frugal Sims love to save money wherever possible. Your Sim wants to use a coupon clipped from the newspaper to purchase something at a discount!
Hack	Computer whizzes have the urge to get away with geeky delinquent behavior under the cover of night. Get them to the nearest computer!
Talk About Gardening	Sims with green thumbs can't get enough chat about their favorite subject.
Play with Someone	It's fun to play with others–who knows what will happen! Your Sim hopes to play with someone soon...perhaps a game of Tag!
Ask Someone to Move In	Homes can always accommodate new inhabitants, assuming the Sims inside are emotionally prepared. Your Sim dreams of asking someone to move in!
Throw a Party	Your Sim feels the need to par-tay! It doesn't matter what kind, people just need to show up in the mood for fun! Throw a party using the phone.
Talk About Cooking	Even food enthusiasts can't cook all the time. But when you're not cooking, you can always talk about cooking!
Be in a Fire	Daredevils like to feel the extreme side of life. Leave the fireplace on or cook on a cheap stove to experience the worst of household disasters!
Compliment Athleticism	Physical appearance is often noteworthy. Your Sim wants to compliment another Sim's athleticism.
Yell At Someone	It may not be the nicest thing to do, but sometimes you just have to let someone have it!
Take a Bubble Bath	Your Sim needs a little pampering time. The grocery store stocks the bubbles!

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



WISHES, CONTINUED

Wish	Requirement
Catch *X* Fish	Your Sim dreams of catching the big fish, or perhaps enough of a certain kind of fish to equal a single big one. The weight of the fish will add up, it just takes dedication!
Invite a Sim Over	What's the point of having a home if you can't entertain guests? Your Sim wants to invite someone over to chat and have a good time.
Repair *X* Objects	It's no use having broken objects in the home! They don't work and they just ruin a tidy house. Your Sim wants to repair a broken household object.
Go to Work	Some Sims dream of long vacations, others wealth or nice furniture. Your Sim dreams of going to work, which is a noble and productive desire!
Feel Tummy	Your Sim wants to feel the tummy of a pregnant Sim. Maybe the baby will kick!
Cry on Shoulder	If you have to cry, it's best to have company. Your Sim wants to find a nice shoulder to cry on.
Paint Something Worth *X* Simoleons	A painter is truly established when pieces of art sell for a worthwhile amount.
Use a Telescope	The night sky is beautiful and mysterious. Your Sim wants to explore the logical patterns of the stars.
Play with Toy	Kids just want to have fun! Play with toys like toy blocks, stuffed animals, and toy ovens to fulfill this wish.
Get Out!	An overwhelming and uncontrollable desire to leave often compels some to just go elsewhere. Your Sim wants to leave the current location for someplace else...now!
Play Guitar for at Least *X* Sims	Nothing gets an aspiring Rock Star going like a cheering crowd! Perform in front of many Sims to fulfill this wish.
Imply Mother is a Llama	Ooh, feel the burn! Your Sim really wants to hit someone where it hurts.
Ask Someone to Go Inside	Your neighbors seem friendly and have impeccable taste! Your Sim wants to ask them if it's okay to take the conversation inside their home!
Play with Fire	Daredevils cannot get enough of fire! Your Sim wants to play with fire in the fireplace!
Eat Stu Surprise	Stu Surprise is an icky dish that contains so many flavors that it becomes palatable. Your Sim wants to eat Stu Surprise made with steak and eggs.
Go Home	The town is exciting but nothing beats home after a long day. Press the arrow on a Sim's thumbnail to send them home.
Bathe	That smell certainly isn't the hip new fragrance, nor will anyone confuse it as such. Your Sim thinks it's time to take a bath...for everyone's sake.
Buy a Skill Book	Your Sim wants to try something new in life. One of the easiest ways to do that is to purchase a skill book from the bookstore!
WooHoo with *X* Sims	Your Sim is in a romantic mood and wants to WooHoo. More than once.
See Sim Earn Passing Grades	Someone isn't doing so well in school and that's just not acceptable. Your Sim hopes to see the child earn passing grades sometime soon! Children who attend school in a good mood and finish the assigned homework earn high grades.
Propose Marriage	Marriage is a life-changing step, as it defines who wakes up next to you forever. Your Sim wants to tie the knot with a soul mate. Pick the Sim and pop the big question.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

WISHES, CONTINUED

Wish	Requirement
Get Fired	Too much success can be scary for some Sims. Your Sim would like to relieve the pressure by getting fired.
Work Out	Your Sim wants to spend a little time working out. It's never a bad time for personal fitness! Purchase some exercise equipment, go for a jog, or work out in front of the TV.
Ask for a Raise	More money, fewer problems, or so your Sim hopes! Your Sim has worked hard and thinks it's time for a raise. Your Sim should butter up the boss and ask for a raise.
Eat Stu Surprise	Stu Surprise is an icky dish that contains so many flavors that it becomes palatable. Your Sim wants to eat Stu Surprise made with Flame Fruit and Vampire Fish.
Find Own Place	Every Sim aspires to home ownership. Nobody likes being cooped up with friends or worse, parents! Your Sim wants to find a place to live. Look up potential homes on the computer!
Own *X* Books	Knowledge is power, so the more books, the better!
Tell Dirty Joke	Some Sims appreciate a little blue humor, and your Sim is no exception.
Spend Time with a Baby	Every parent has the inescapable urge to spend time with their new baby. Your Sim wants to spend time with the baby. Cuddling and playing are quality time for parent and baby!
Write a Masterpiece	Every writer's dream is to write the perfect book that will be remembered forever.
Become Friends with Someone	Friends will stand by your Sim's side...mostly. Your Sim wants to have a Friend, so find someone to converse with and build a friendship.
Buy a Couch	Your Sim wants some place to sit and relax after a long day of moving. Buy your Sim a couch by going to Buy Mode and selecting something nice!
Catch Every Type of Fish	Your Sim dreams of catching every fish that swims in the local bodies of water. Seek out the best fishing spots, bring some bait, and get to it!
Go Jogging	Your Sim seeks the solace and pace of a neighborhood jog. Pick the route and strap on some sneakers.
Finish a Book	Reading is one of the most relaxing forms of entertainment for some Sims. Your Sim wants to read a book from cover to cover. Grab one from the bookshelf, visit the library, or purchase a new one from the bookstore!
Earn §*X* Per Week in Royalties	While some write as a purely creative outlet, the best and most persistent writers can make quite a healthy living as authors. Royalties don't grow on trees, so your Sim must be willing to push through years of lousy checks to earn enough to live comfortably.
Prepare a Meal with Fresh Ingredients	Nothing tastes better than a meal prepared with fresh fruits, vegetables, or fish! Your Sim dreams of just such a dish, so send your Sim into the world to do a little gardening or fishing, then prepare the meal!
Donate Money to Undermine Charity	Nothing is as wickedly satisfying as confounding do-gooders. Your Sim wants to donate money to undermine a charity.
Become Disliked by Someone	Though most Sims prefer to be liked, it takes a particularly mean spirited Sim to desire to be disliked. Your Sim wants to be insulting and mean to become disliked by others.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Brownie Bites

Each entry in the wish list details the requirement for fulfilling that wish, such as the Boast About Gardening Glory wish that is satisfied by talking to another Sim and using the Boast about Gardening social. Most wishes are pretty clear-cut. The Sim wants something and you need to do one or two little things to make that happen.

Don't let these wishes just sit in the promised wish window. They don't rot or anything, but they take up space and your Sim has new wishes coming in on a regular basis. My goal is to fulfill at least one wish a day. It's pretty easy to accomplish because wishes always seem to fit in the lifestyle of your Sim. At first, Sims want to learn things and take skill classes. Easy. After a few skills have been started, wishes come in related to those. For example, after taking a Painting class, one of my Sims wished to Paint. That's simple: I sent him to an easel. Wish fulfilled. A logic-minded Sim wished to Play Chess. I sent her to an outdoor chess board to play a game, which not only fulfilled the wish, but also gave her the Beautiful Park moodlet.

The only time I ever dismiss a wish is if a day is coming to a close and I see an incoming wish that I know I can easily fulfill before going to bed. To decide which promised wish to dismiss, I usually compare the number of Lifetime Happiness points offered by my promised wishes versus the new wish. The one with the lowest points always goes to the chopping block.



My favorite thing about these smaller wishes is that they are often tied into something overarching my Sim is doing anyway. I love seeing an incoming wish to raise the level of my Guitar skill when that's what I need to do to become a Hit Movie Composer for my Lifetime Wish anyway. You see, your Sims know what's up—they understand their dreams and how to get there, too. When little wishes and big wishes work in tandem, everybody's happy. On both sides of the screen.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Prima Games
An Imprint of Random House, Inc.
3000 Lava Ridge Court, Suite 100
Roseville, CA 95661

WWW.PRIMAGAMES.COM



PRIMA OFFICIAL GAME GUIDE

Written by Catherine Browne

The Prima Games logo is a registered trademark of Random House, Inc., registered in the United States and other countries. Primagames.com is a registered trademark of Random House, Inc., registered in the United States. Prima Games is an imprint of Random House, Inc.

© 2009 Electronic Arts Inc. EA, the EA logo, The Sims, The Sims 3 logo, and The Sims 3 Plumbob logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All Rights Reserved. All other trademarks are the property of their respective owners.

No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from Electronic Arts Inc.

Product Manager: Todd Manning

Associate Product Manager: Sean Scheuble

Copyeditor: Asha Johnson

Design & Layout: In Color Design

eProduction: Cody Zimmer

Please be advised that the ESRB Ratings icons, "EC," "E," "E10+," "T," "M," "AO," and "RP" are trademarks owned by the Entertainment Software Association, and may only be used with their permission and authority. For information regarding whether a product has been rated by the ESRB, please visit www.esrb.org. For permission to use the Ratings icons, please contact the ESA at esrblicenseinfo.com.

Important:

Prima Games has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide any additional information or support regarding gameplay, hints and strategies, or problems with hardware or software. Such questions should be directed to the support numbers provided by the game and/or device manufacturers as set forth in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.

Catherine Browne



Catherine grew up in a small town, loving the proverbial "great outdoors." While she still enjoys hiking, camping, and just getting out under the big sky, Catherine also appreciates the fine art of blasting the Covenant in *Halo* as well as arranging a perfect little village in *Animal Crossing*. (Seriously, you cannot just plant apple trees all willy-nilly. Neat rows, people!)

We want to hear from you! E-mail comments and feedback to

cbrowne@primagames.com

ISBN: 978-0-3074-6669-3

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.